

PAUL DANIELS PRESENTS



WIZBIT

RIDDLES AND PUZZLES

Barry Murray

WIZBIT

RIDDLES AND PUZZLES

WIZBIT TITLES FROM CORGI BOOKS

PICTURE CORGI

WIZBIT AND THE DANCING HANKY
WIZBIT AND THE STICKY STUFF

YOUNG CORGI

WIZBIT STORY BOOK

CORGI

WIZBIT MAGIC BOOK
WIZBIT RIDDLES AND PUZZLES

Paul Daniels Presents



**RIDDLES
AND
PUZZLES**

Barry Murray

Illustrated by Dennis Patten

CORGI BOOKS

WIZBIT RIDDLES AND PUZZLES

A CORGI BOOK 0 552 54289 X

First publication in Great Britain

PRINTING HISTORY

Corgi edition published 1986

Text copyright © White Magic Productions Ltd. 1986

Illustrations copyright © Transworld Publishers Ltd.
1986

Conditions of sale

1. This book is sold subject to the condition that it shall not, by way of trade *or otherwise*, be lent, re-sold, hired out or otherwise circulated in any form of binding or cover other than that in which it is published *and without a similar condition including this condition being imposed on the subsequent purchaser.*

2. This book is sold subject to the Standard Conditions of Sale of Net Books and may not be re-sold in the U.K. below the net price fixed by the publishers for the book.

This book is set in 12/13 pt Century Book
by Colset Private Limited, Singapore

Corgi Books are published by Transworld Publishers Ltd., 61-63 Uxbridge Road, Ealing, London W5 5SA, in Australia by Transworld Publishers (Australia) Pty. Ltd., 15-23 Helles Avenue, Moorebank, NSW 2170, and in New Zealand by Transworld Publishers (N.Z.) Ltd., Cnr. Moselle and Waipareira Avenues, Henderson, Auckland.

Made and printed in Great Britain by
Cox & Wyman Ltd., Reading, Berks.

For Frankie

Introduction

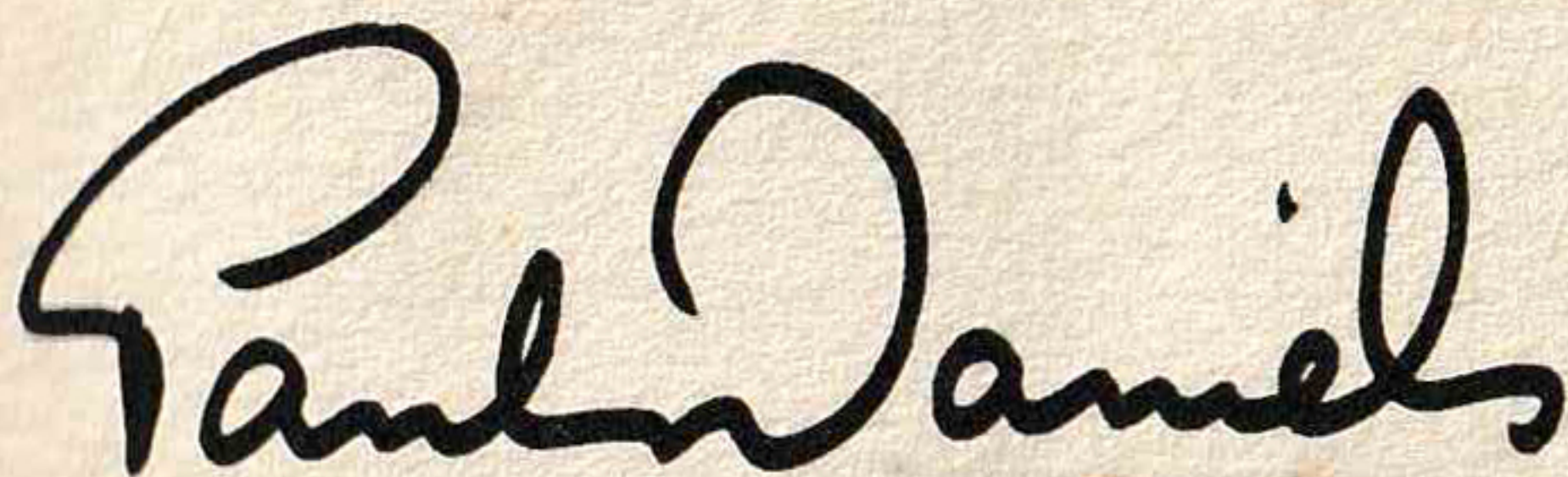
Hello, and welcome to all you puzzle and problem solvers. Welcome to the Wizbit book of fun things to think about, and fun things to do. Let me ask you a question.

What do riddles and puzzles and problems have in common with magic?

The answer is the magic moment. You see, the moment, the exact moment, very second that you solve a problem, or a riddle, or a puzzle, all by yourself is a magic moment. The moment you solve a puzzle is like switching on the light in a dark room. Suddenly you can see the answer. And it makes you feel good, because it's a satisfying feeling when you solve things. And it can be a lot of fun.

So get busy and start diddling. You've got a book full of magic moments, all from Puzzleopolis, in front of you.

Bye for now,

A large, stylized handwritten signature in black ink that reads "Paul Daniels". The signature is fluid and cursive, with a large loop at the beginning and a long, sweeping tail.

Paul Daniels

THE FIRST RIDDLE

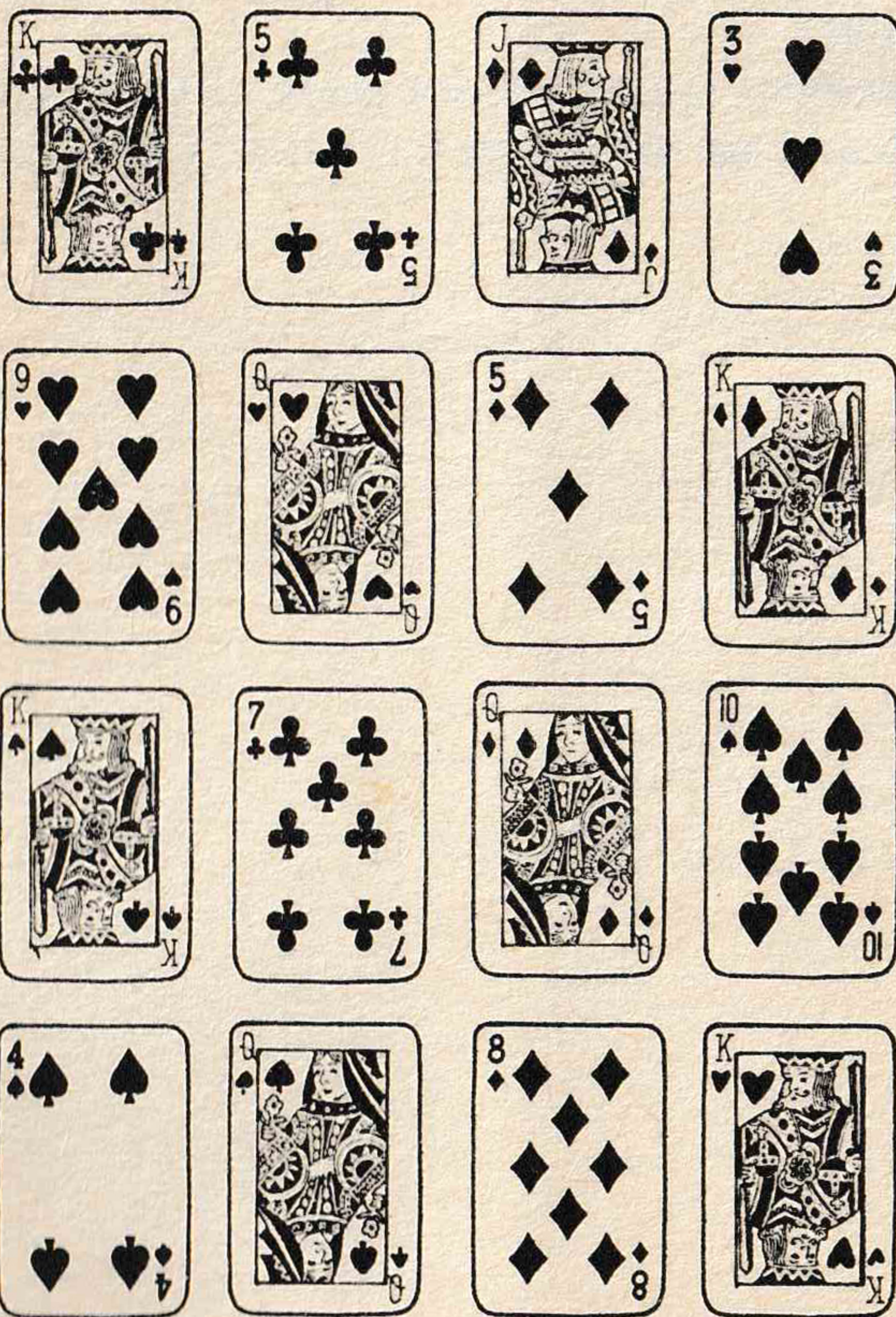
What is the longest and yet the shortest thing in the world; the swiftest and the slowest; the most divisible and the most extended; the least valued and the most regretted; without which nothing can be done; which devours everything, however small; and yet gives life and spirit to things, however great?

The answer is on the last page of this book. But don't look it up until you have read the book.

PLAYING CARD PUZZLES

In Line

Take eight spot cards from the pack and eight picture cards. Now arrange them in four rows of four cards, so that the spot cards alternate with the picture cards.



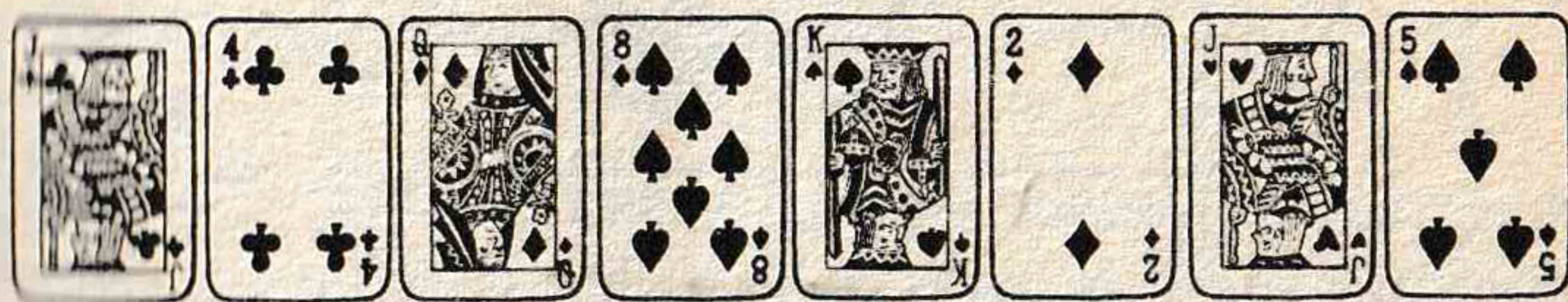
Done that? Good. Now for the puzzle. Somehow you have to move one or two cards to different positions so that every row will consist of only spot cards or picture cards.

There is a crafty catch in this, so I'll give you a clue - watch your angles.

Sort Out

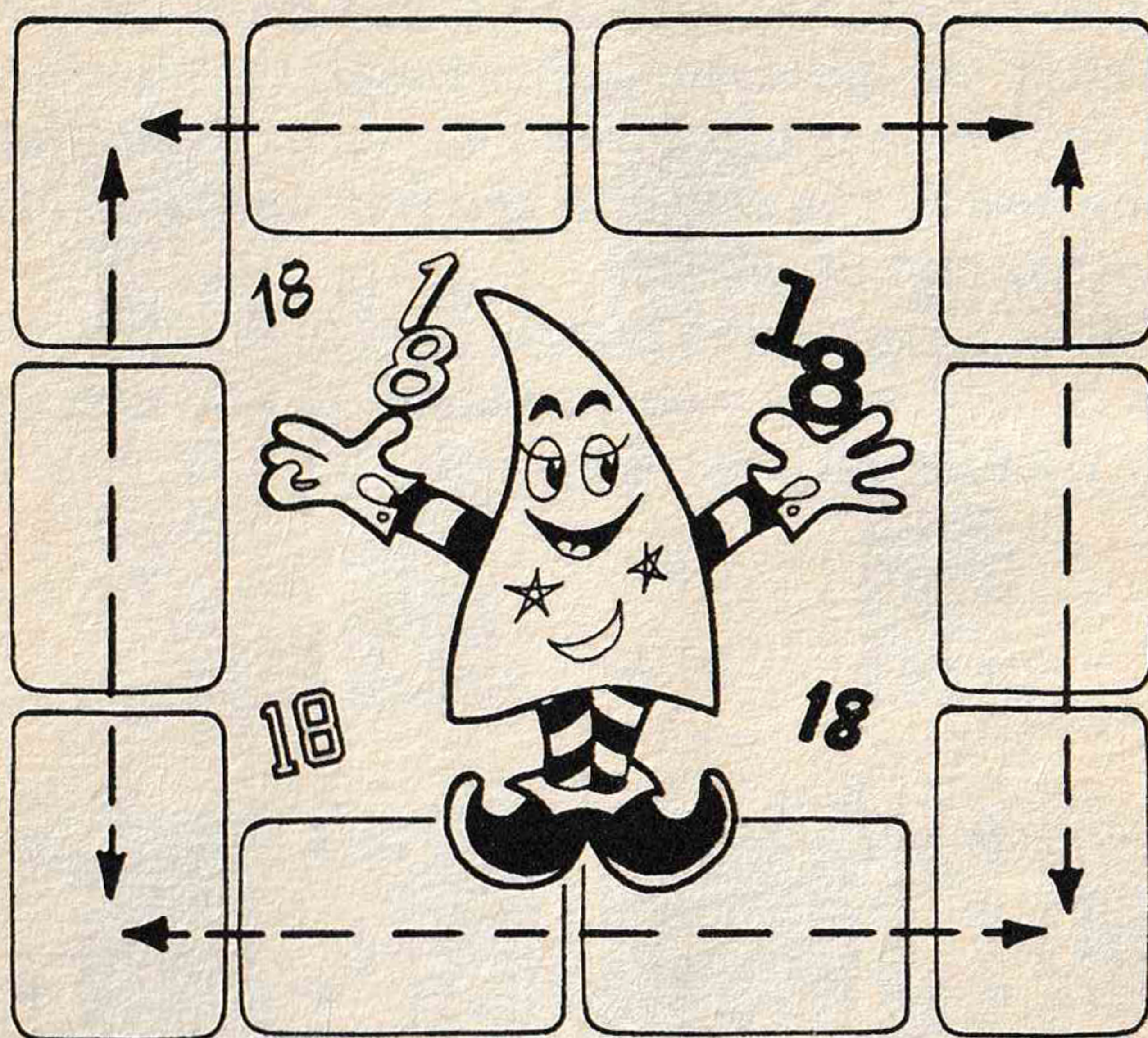
Arrange four picture cards and four spot cards alternately, face up in a row on the table. The puzzle is to move two adjacent cards (that means any two that are next to each other) at a time and in only four moves bring the four spot cards together at one end of the row and the four picture cards at the other end of the row.

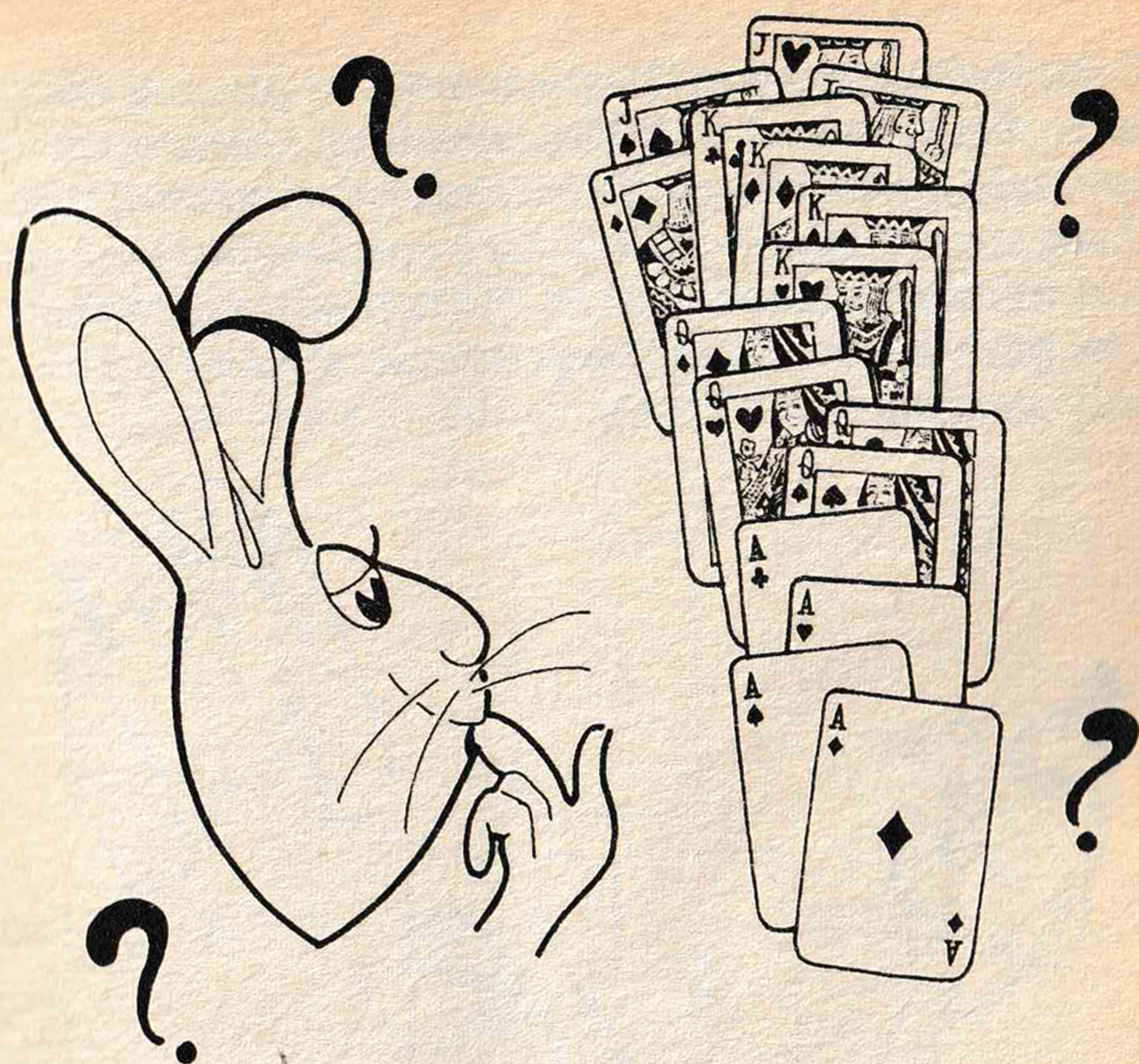
This is a very good puzzle to try. You'll have fun with it, and when you've solved it you can puzzle your friends with it.



Eighteen Each Way

Here is a good one to puzzle over. You take ten cards, from Ace to Ten and arrange them face up on the table in a shape like a square letter 'O'. The puzzle is to arrange the cards in such a way that when you add up the spots on the cards in each line they will add up to eighteen whichever way you total them, across or down. Try it out, experiment with it – you'll get there!



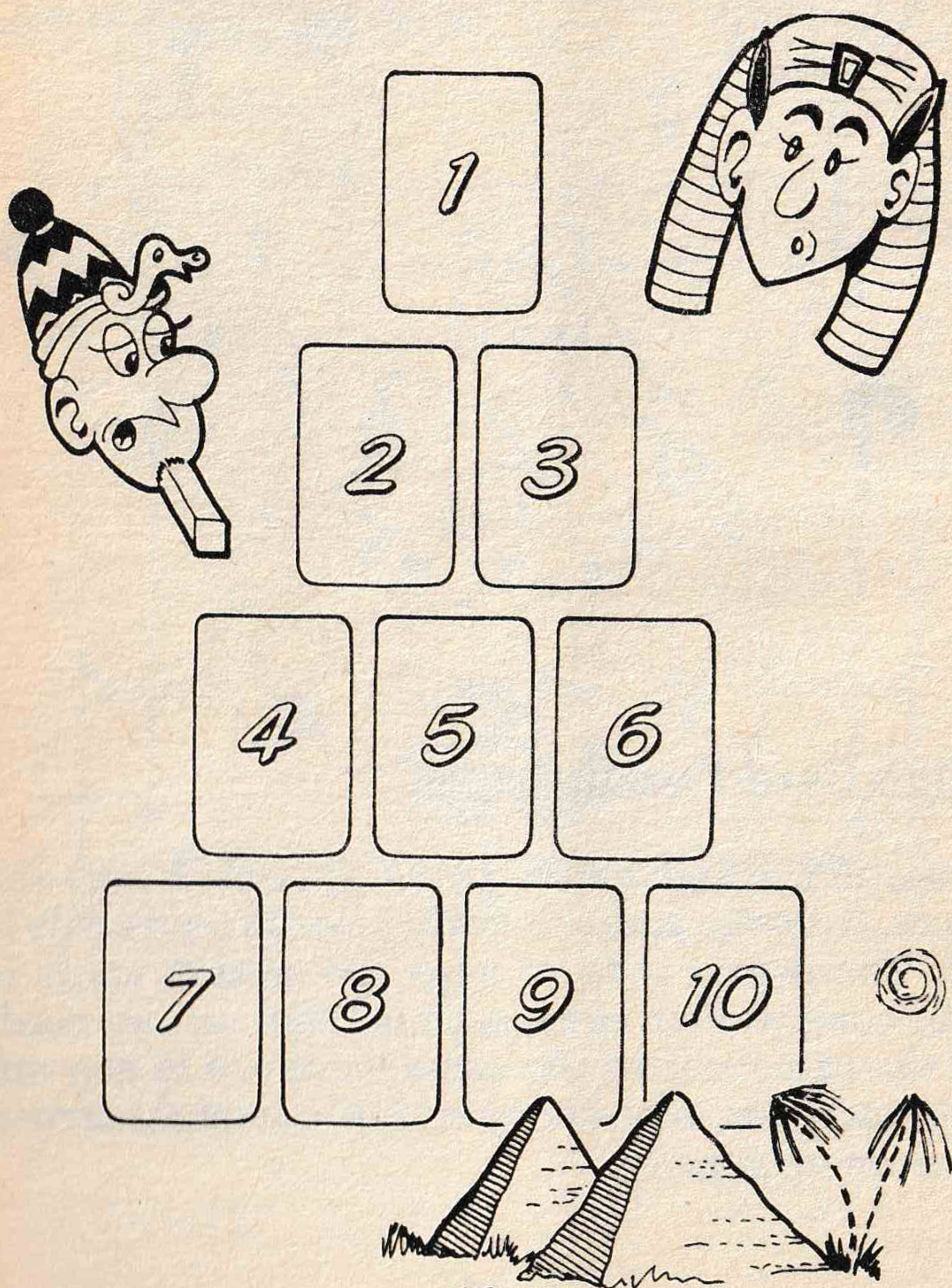


High Card Puzzle

Take all the high cards, Jacks, Queens, Kings and Aces, from the pack. You will have sixteen cards in all. The puzzle is to arrange the sixteen cards in four rows of four cards each, so that no two cards of the same suit or the same value are in any one four card row, whether up or down, straight across, or even diagonally.

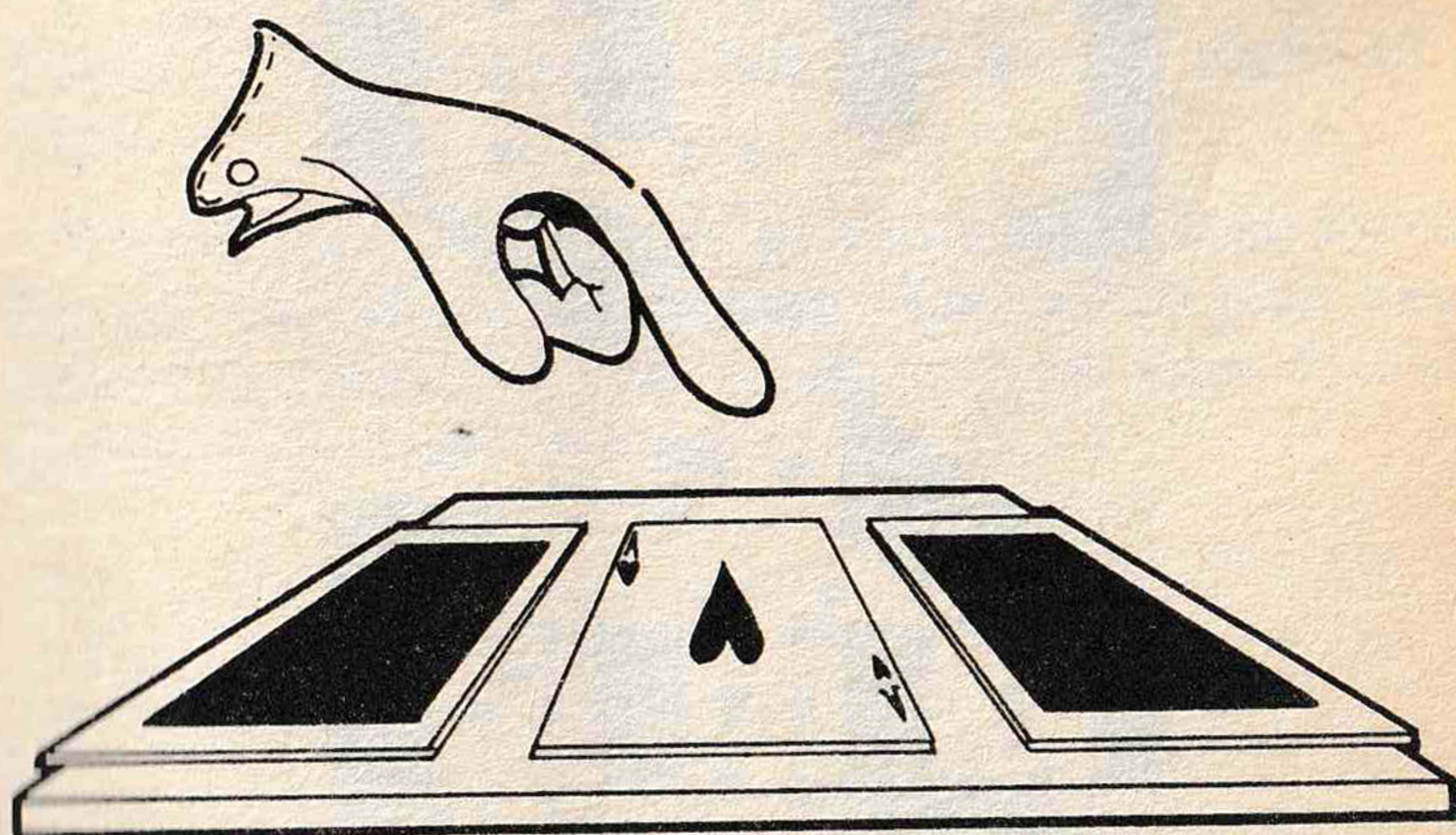
Upside Down Pyramid

Take ten cards from the pack and, by placing them face down on the table, arrange them into a pyramid with four cards in a row as the base, then three cards above those, two cards above those and finally the last card as the top of the pyramid. The puzzle is to turn the pyramid upside down by only moving three cards.



One Up All Up

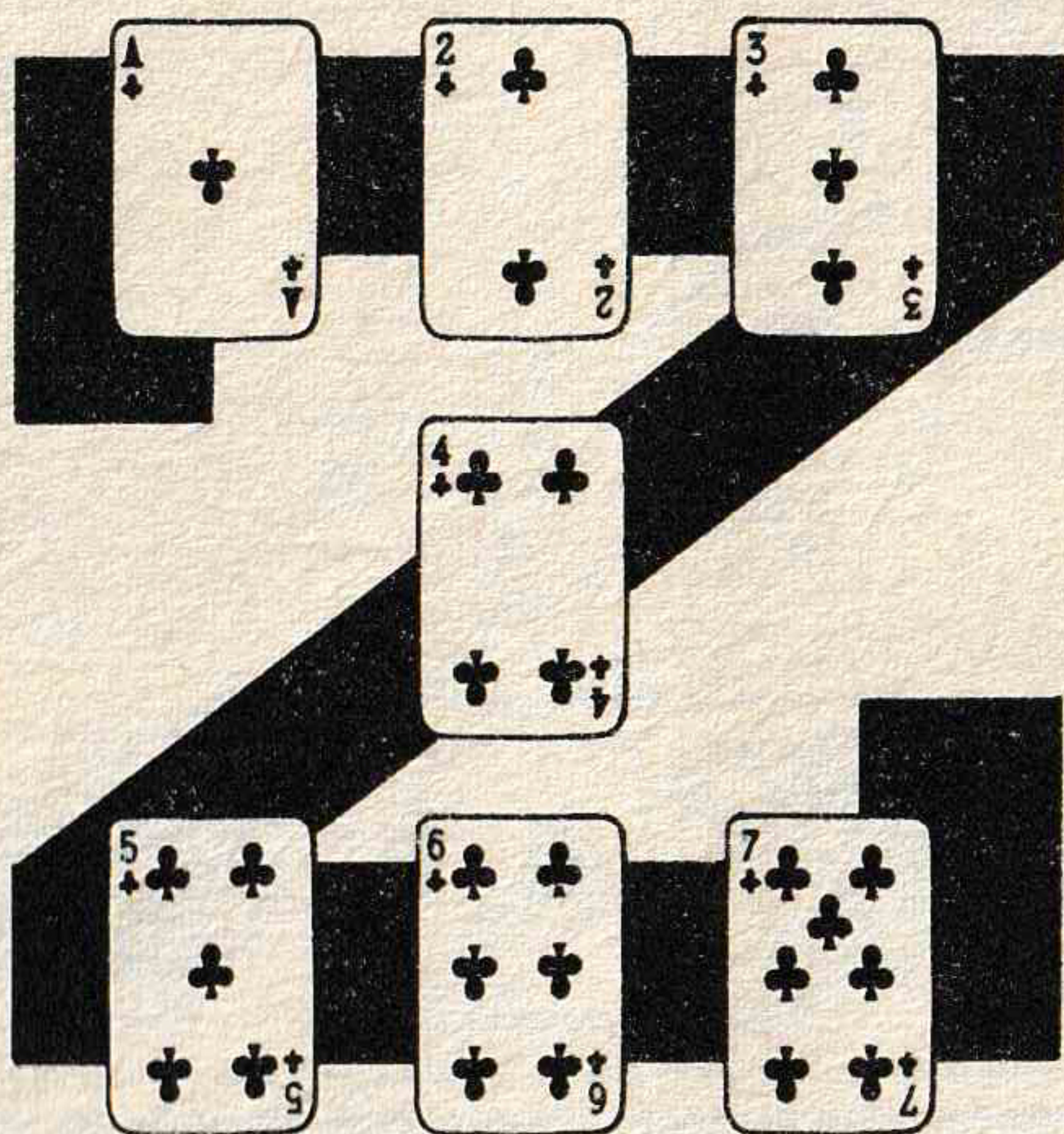
Deal three cards in a row on the table in the following manner. One face down, the second face up and the third face down. So card one is face down, card two face up and card three face down. The puzzle is to finish with all three cards face up. You have to make three moves, no more, no less, turning over two cards at each move.



The Z Puzzle

Take the first seven cards of any suit and arrange them face up on the table in the following manner: top row; Ace, Two, Three; place the Four below the Two; place the Five, Six and Seven in the bottom row, so that the Six is immediately below the four. The shape should look like a Z.

The puzzle is to swap the cards around so that the spots in each three card row (straight across, up and down and both diagonals) always add up to twelve.



Brain Twiddler (A Puzzle in Deduction)

Here is a little puzzle that Sherlock Holmes would have enjoyed. Wooly the Rabbit has had a go at this one. He called it a three carrot problem, which is appropriate because you use three playing cards which you place face down on the table in a row.

Mentally number the cards one, two and three reading from left to right.

The puzzle is to name the three playing cards, without ever seeing their faces, based on the following information:

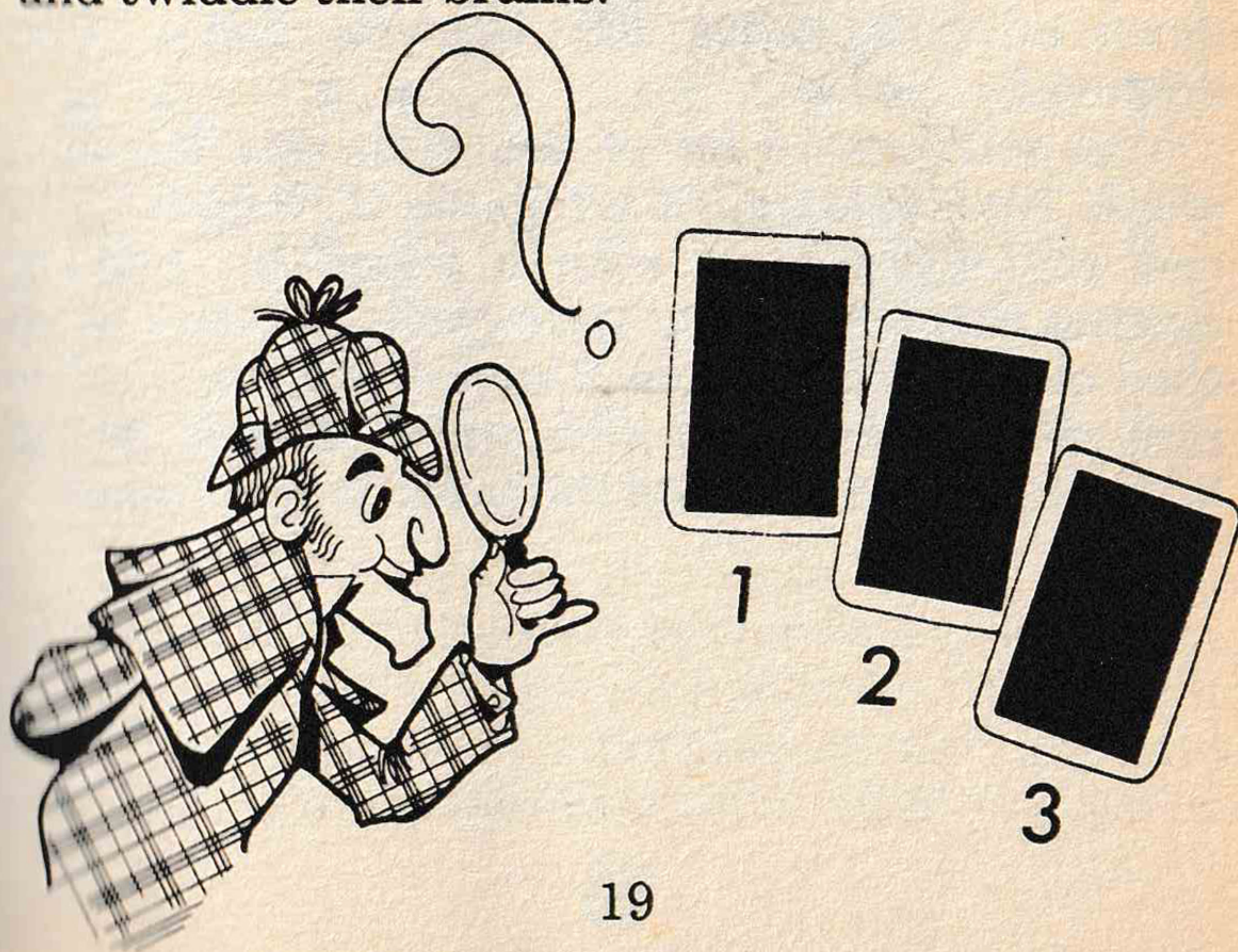
There is at least one Three just to the right of a Two. (Wooly says, 'That means that either card number two, or card number three, must be a Three.')

There is at least one Three just to the left of a Three.

There is at least one Club just to the left of a Diamond.

There is at least one Club just to the right of a Club.

The Brain Twiddler is to name the three cards. Go on, twiddle your brains. And when you have solved it you'll be able to show it to your friends and twiddle their brains.



Puzzle Solitaire

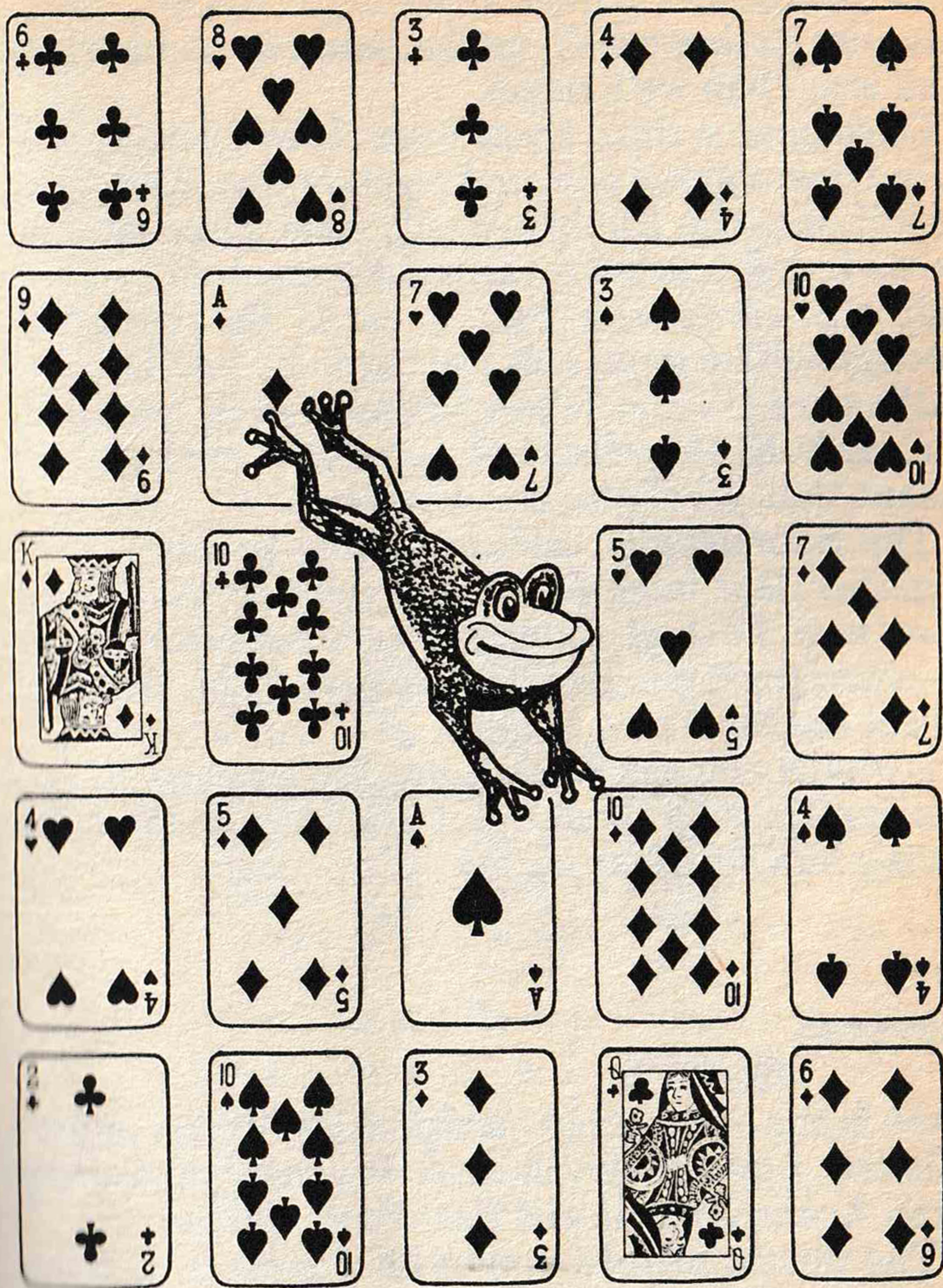
Here is a fabulous puzzle which is also a game. A game of Solitaire (which means you can play it by yourself). Here is what you do.

Lay out five rows of five cards, one row beneath the other. Now pick up the card in the very middle of the layout and put it aside with the rest of the pack – they are no longer required. If you have done this correctly, your layout should look like this:

Now you are ready to start. The idea of the game is to jump or leapfrog one card over another into the empty space next to it. The card you have jumped over is put aside with the rest of the pack.

So, your objective is to remove cards from the layout by jumping one card over another into the space next to it and removing the jumped over card. Pretty soon you won't have many cards left. In fact, you are aiming to end up with only one card on the table. You may jump over cards up or down, or across either way, but you cannot jump diagonally.

You will have a lot of fun with this puzzling game. And although it's a game of Solitaire you can actually play it with a friend by playing against them. You play your game and they (with their own twenty-four card layout) play theirs. The first person to end up with only one card, or the least number of cards on the table, is the winner.



Wooly's Puzzle

Are you sitting comfortably, ready to be puzzled? You are. Then we'll begin.

Once upon a time, there were three Spongeballs. A red one, a green one, and a yellow one. And there was Wooly the Rabbit. Wooly held some playing cards in his hand. To the red Spongeball he gave half the cards and half a card. To the green Spongeball he gave half the cards he had left and half a card. To the yellow Spongeball he gave half the cards he then had left and half a card. Which meant that Wooly had no cards left.

The Spongeballs then ran away to play cards together. But later Wooly was puzzled. He wasn't sure how he had managed to divide the cards between the Spongeballs. Because at no time did he cut or tear a card in half.

Perhaps you can work it out for yourself so you can explain it to Wooly. But don't be too long, it's giving him sleepless nights.

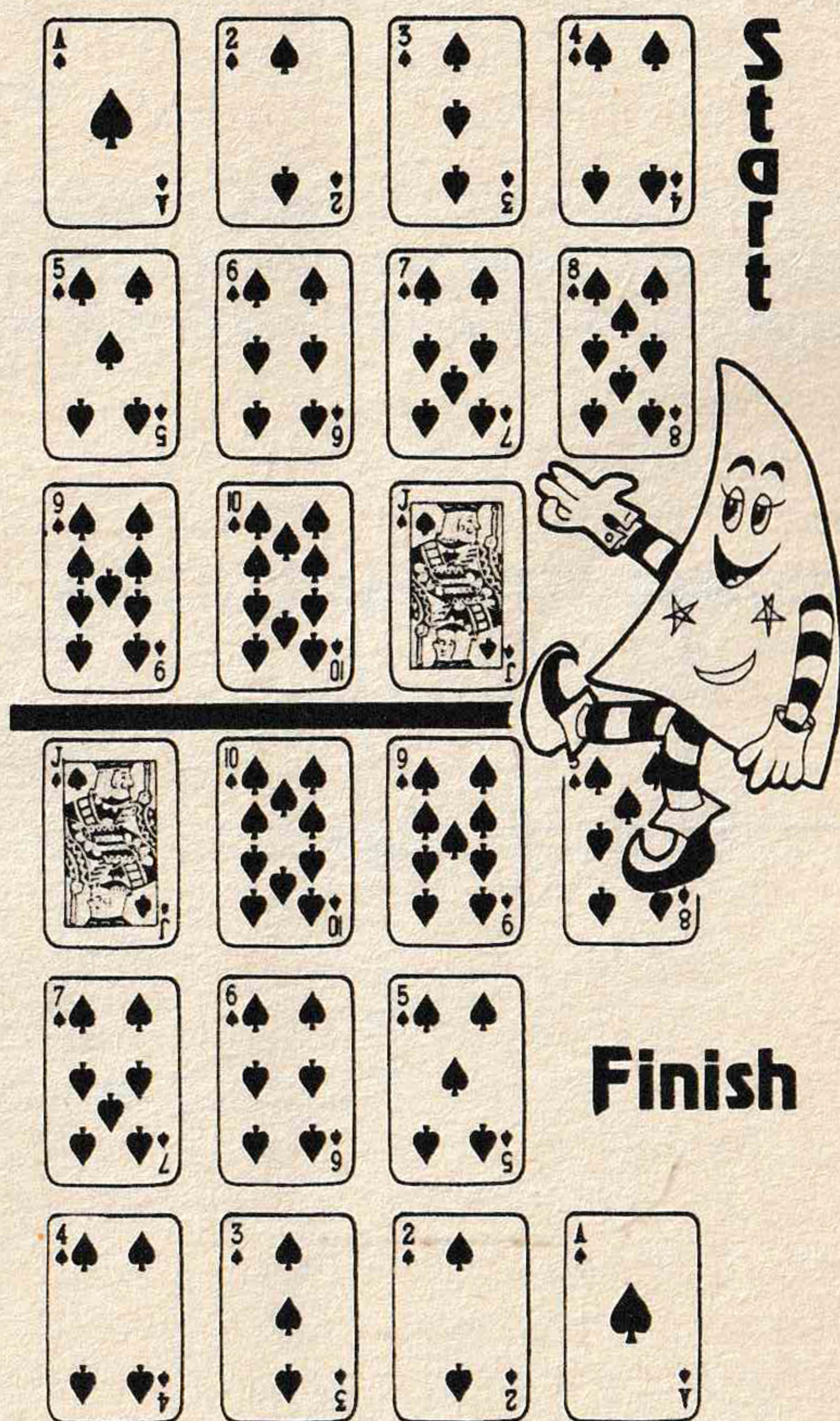
Reverso

Here is one of the great card puzzles. Wizbit enjoys this one. Lay out eleven cards in consecutive order from Ace to Jack, in the following manner:

The puzzle in this wonderful puzzle is to move the cards so that they are in completely the reverse order.

You may move one card at a time into any space next to it. You can move the cards horizontally either way, or up and down. You cannot move the cards diagonally. Your starting move is to move

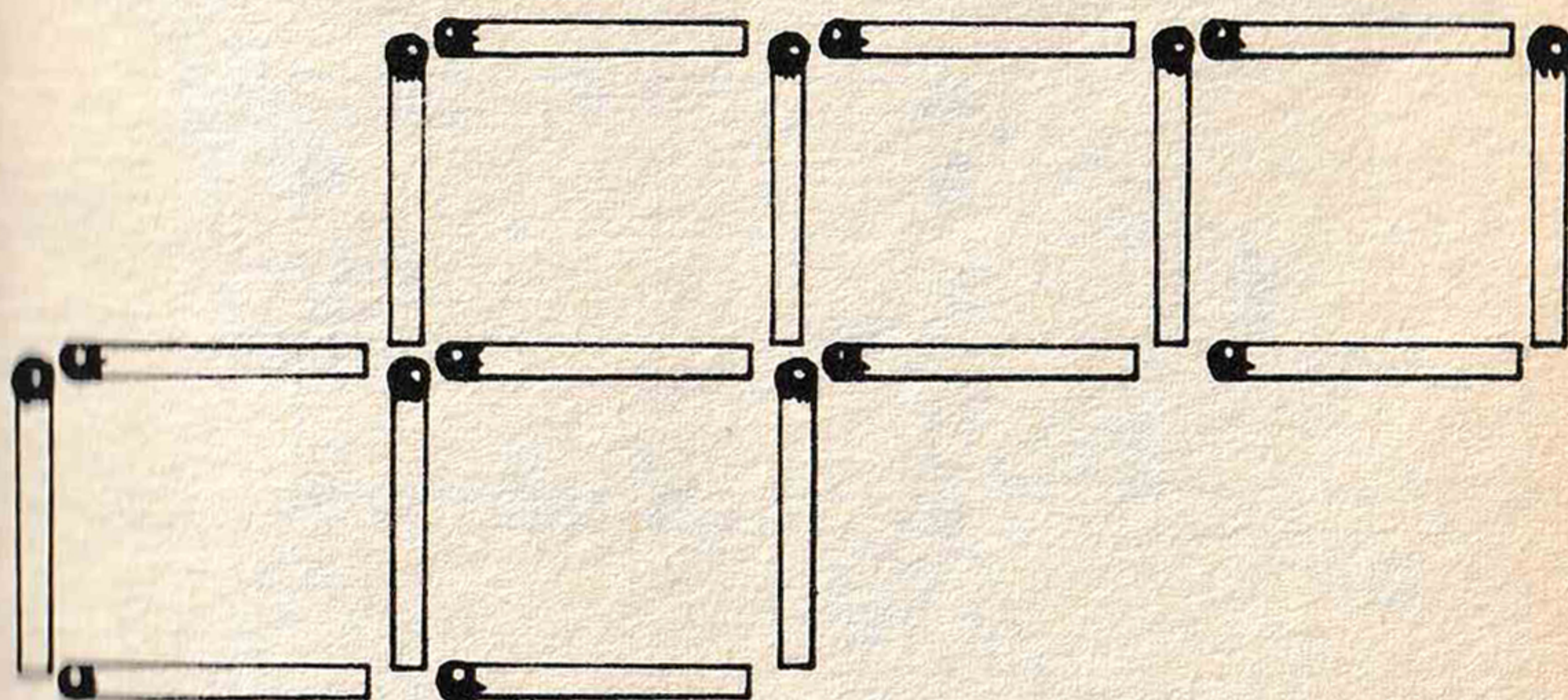
either the Eight or the Jack into the empty space in the lower right-hand corner. Persevere with Reverso, it can most certainly be done.



PUZZLE MATCHES

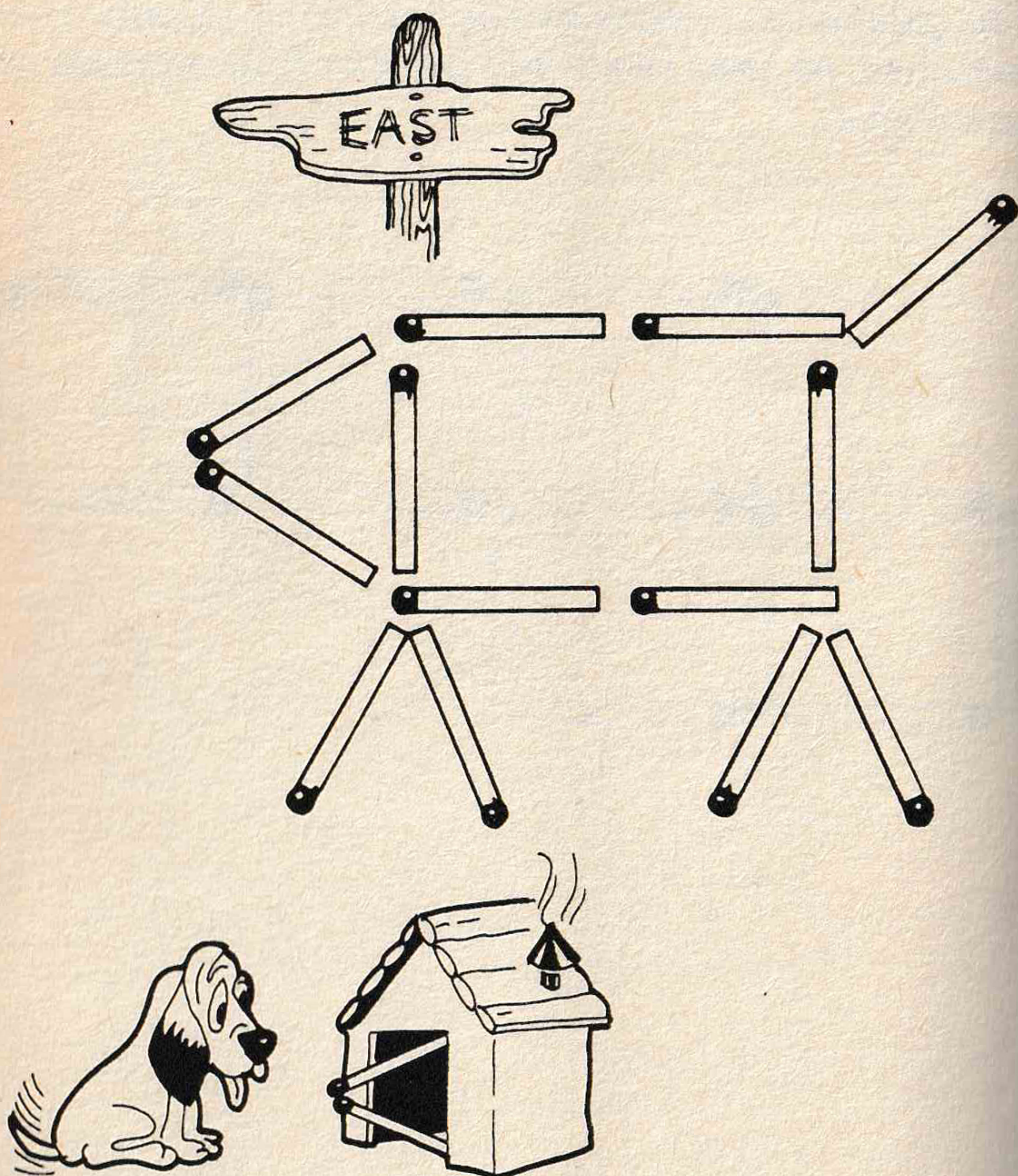
Squareless

Make five squares from sixteen matches as shown. The puzzle is to change the positions of only two matches, so that there will be only four squares of equal size.



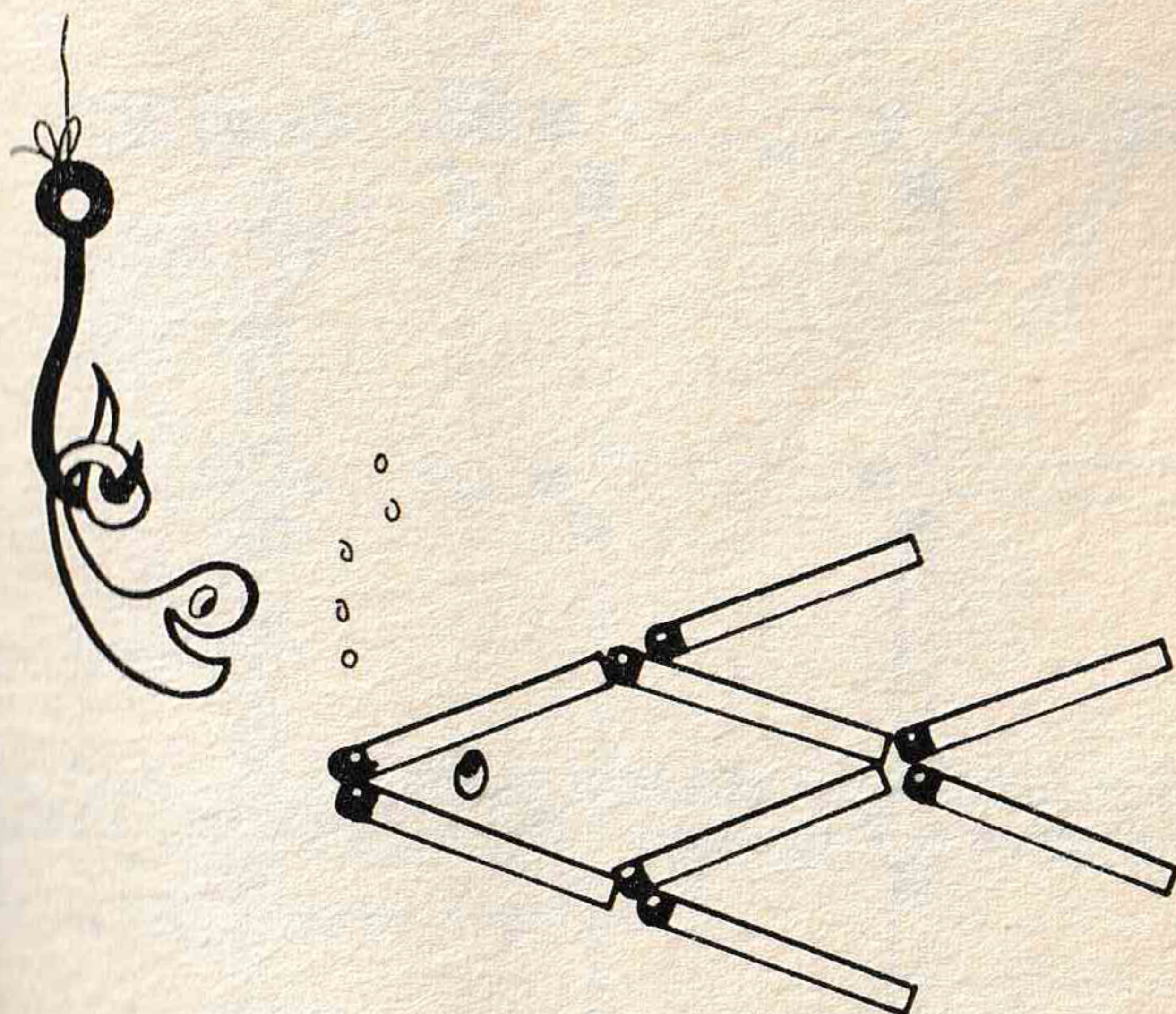
Woof

Here is a matchstick dog going walkies, heading east. But his master wants him to face the other way. Can you have him face the other way by changing the positions of only two matches. It's easy to do by moving three matches, but Wizbit wants you to do it with two.



Shark

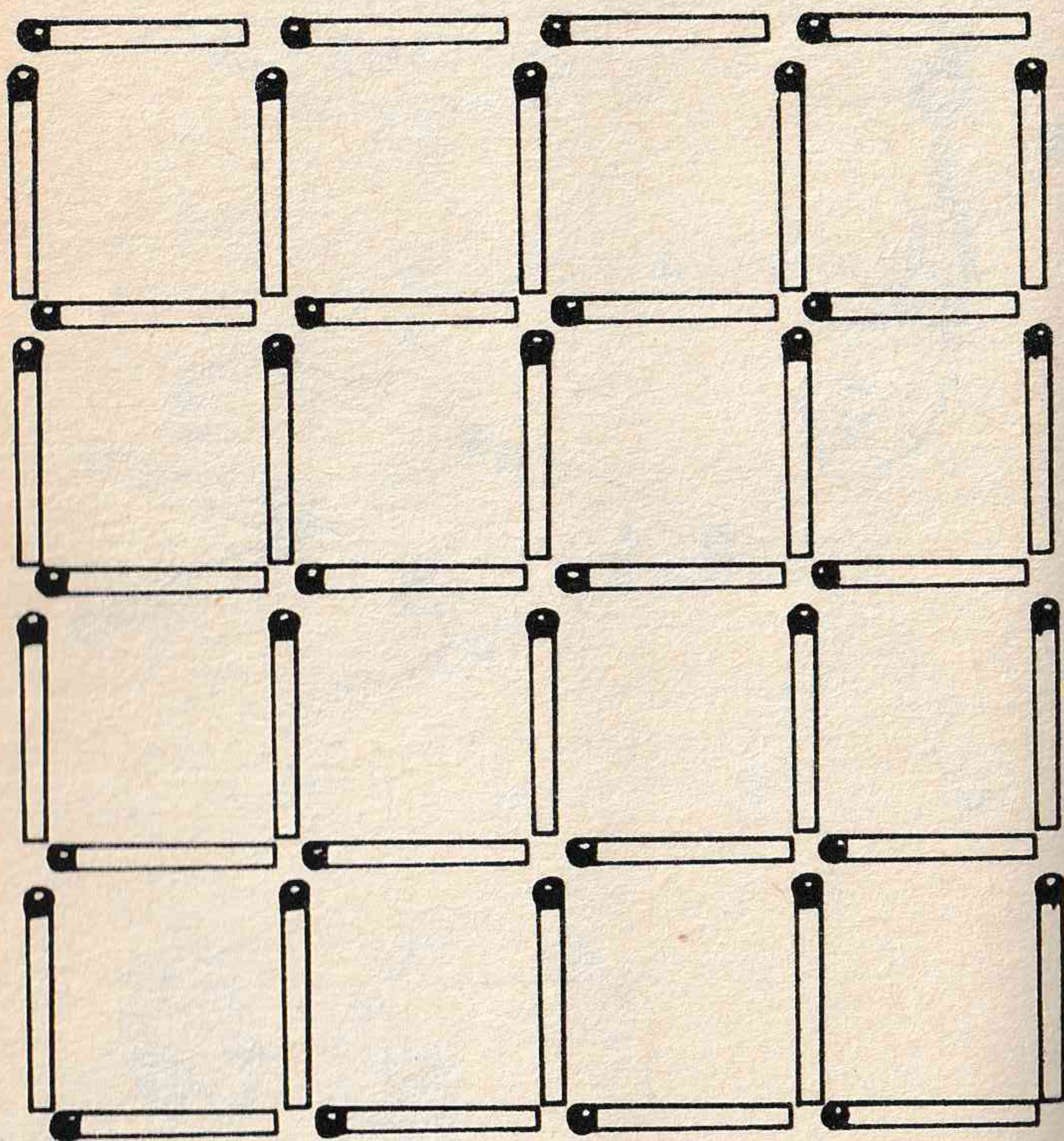
A beautiful exotic tropical fish was swimming lazily along when it saw a shark heading straight towards it. The fish decided to swim away in the opposite direction. Can you make it face the other way by changing the positions of three matches?



More or Less Squares

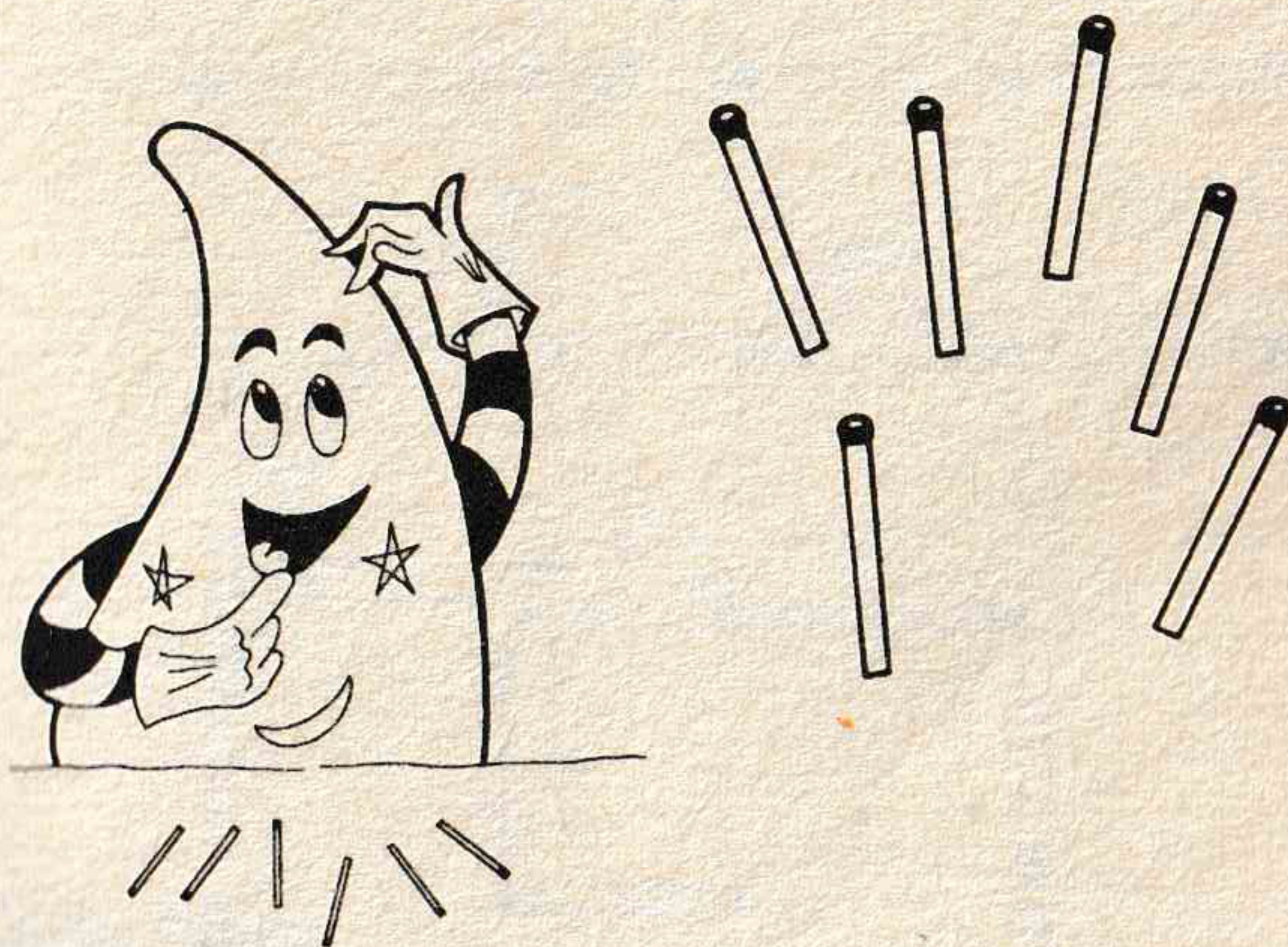
Take forty matches and arrange them to make sixteen squares. The first puzzle is to find, without moving any matches, another nine tiny squares, four large squares and one big square.

The second puzzle is to remove nine matches so that no square of any size remains.



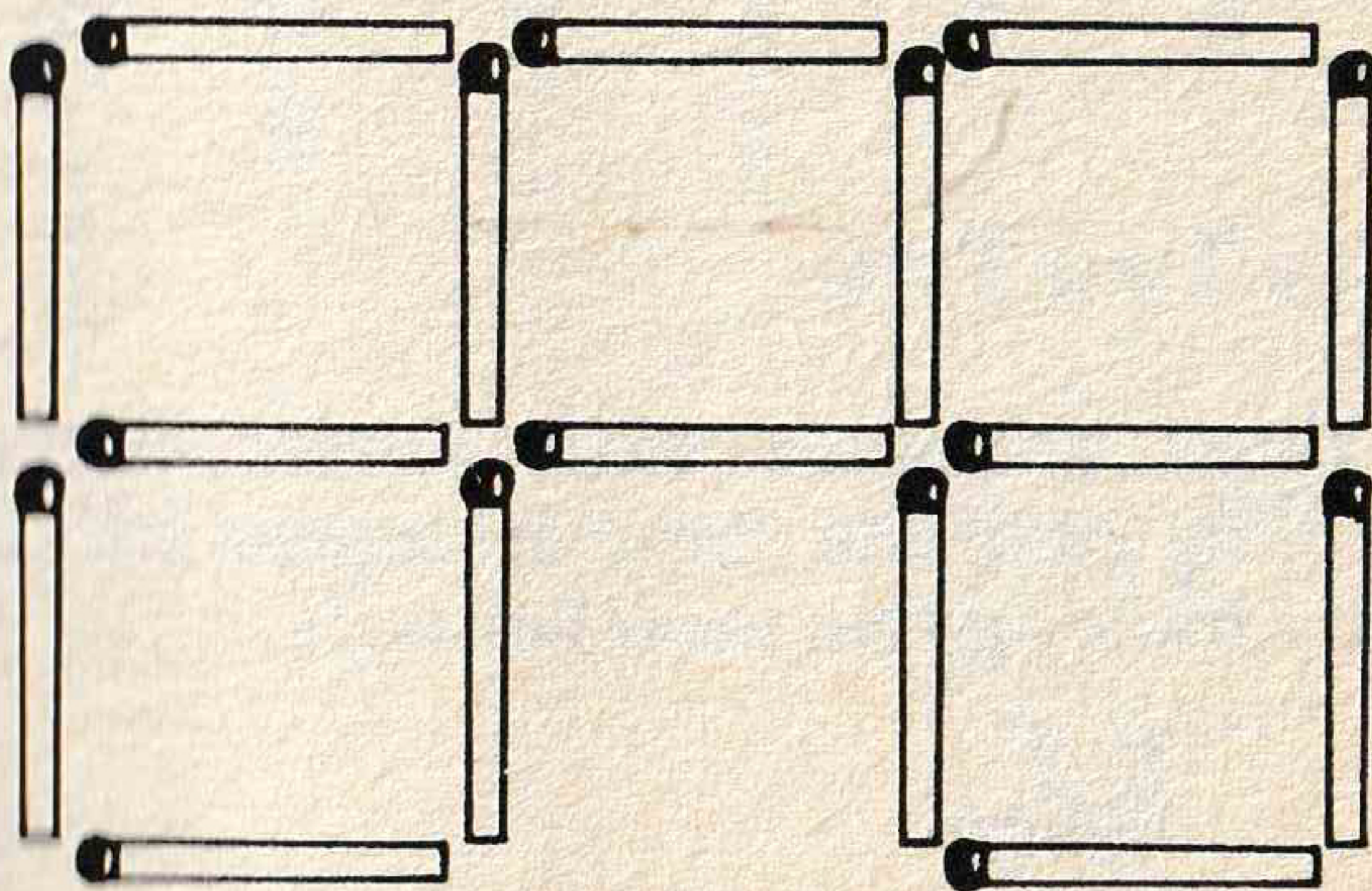
Touch

Take six matches and arrange them in such a way that each match is touching all the others.



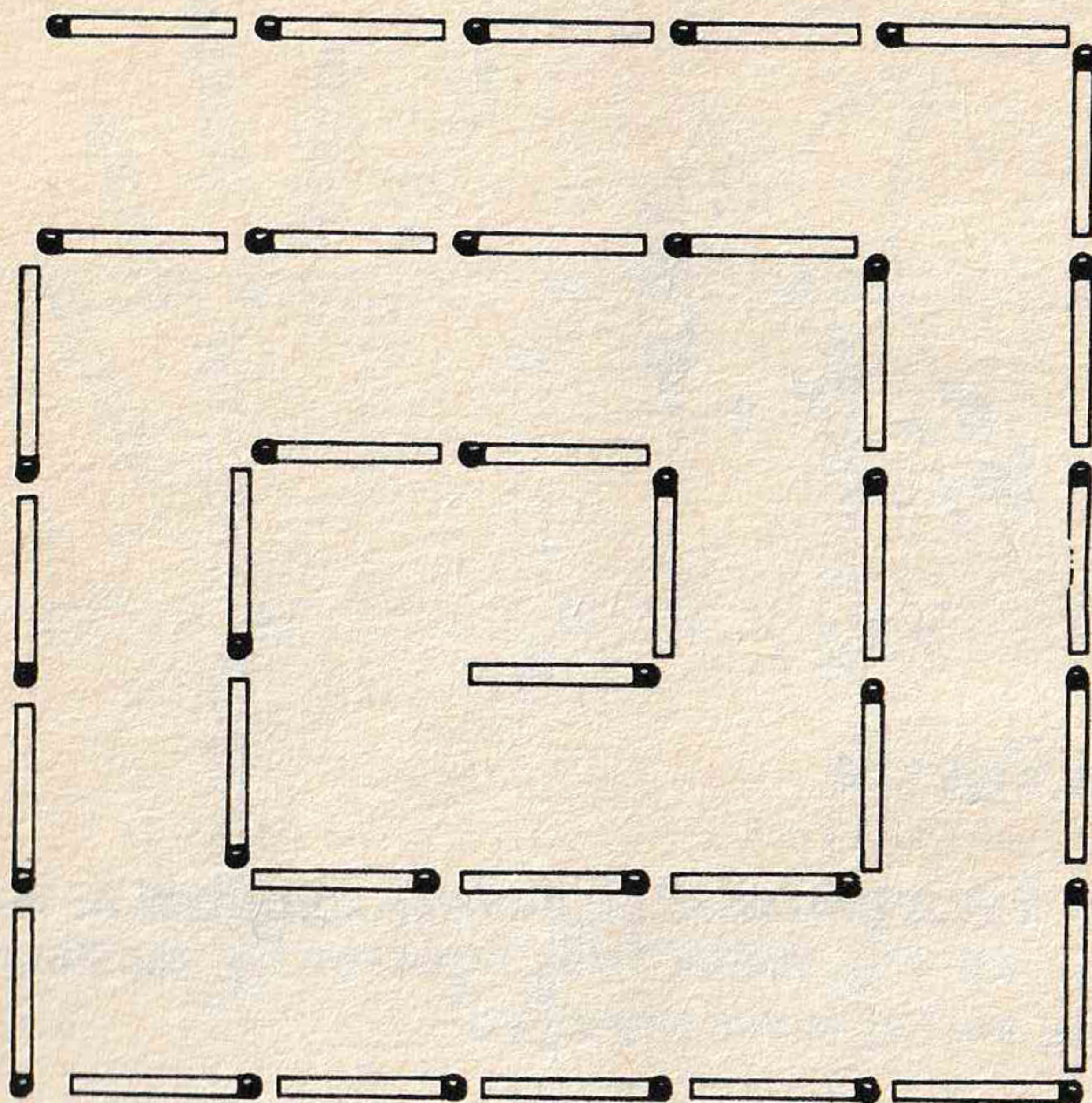
Lost Square

Make five squares from sixteen matches as shown. Now, can you make four squares by moving (not taking away) three matches?



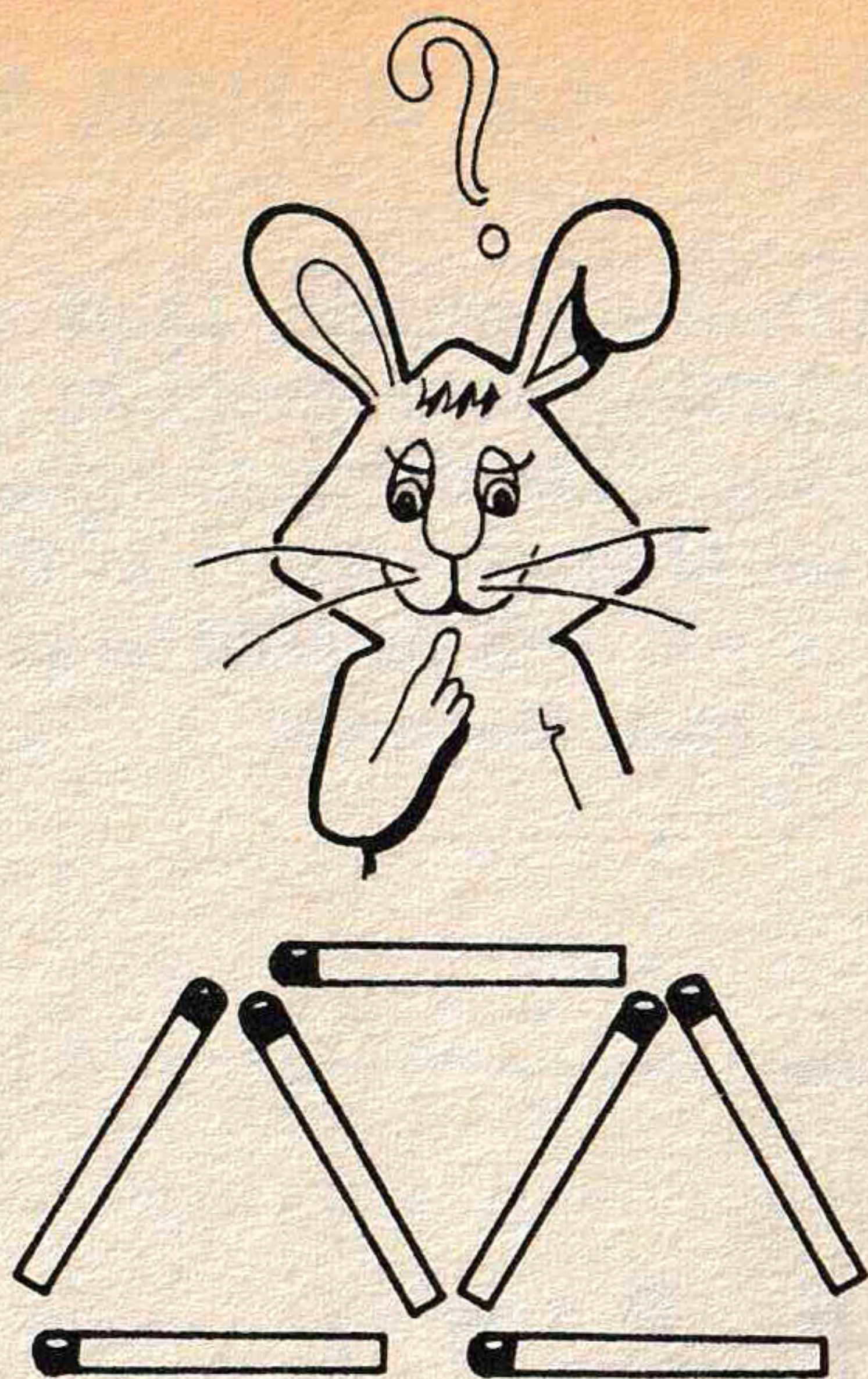
Square the Maze

You'll need 35 matches to make this maze. The puzzle is to move four matches and replace them in a way that will create three squares.



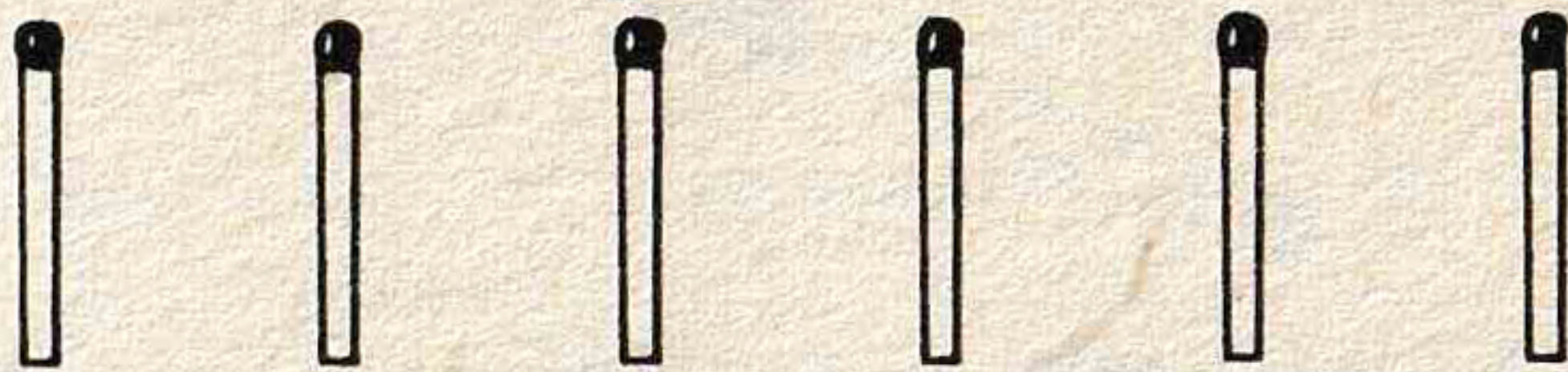
Three to Two Two

Make three triangles with seven matches as shown. Now turn the three triangles into two triangles by moving two matches only.



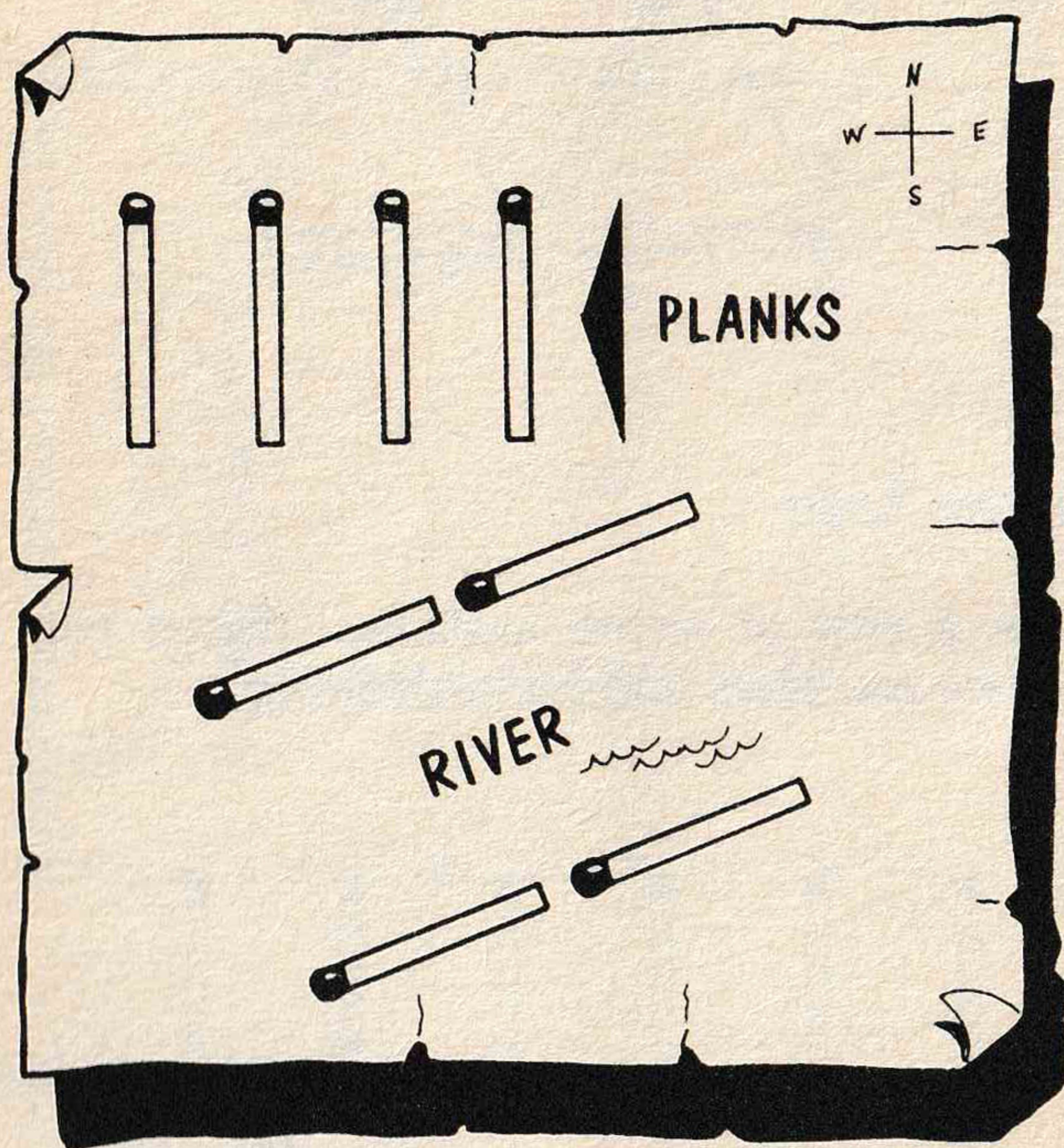
Another Zero

Here is a row of seven matches. See if you can move two matches and leave nothing.

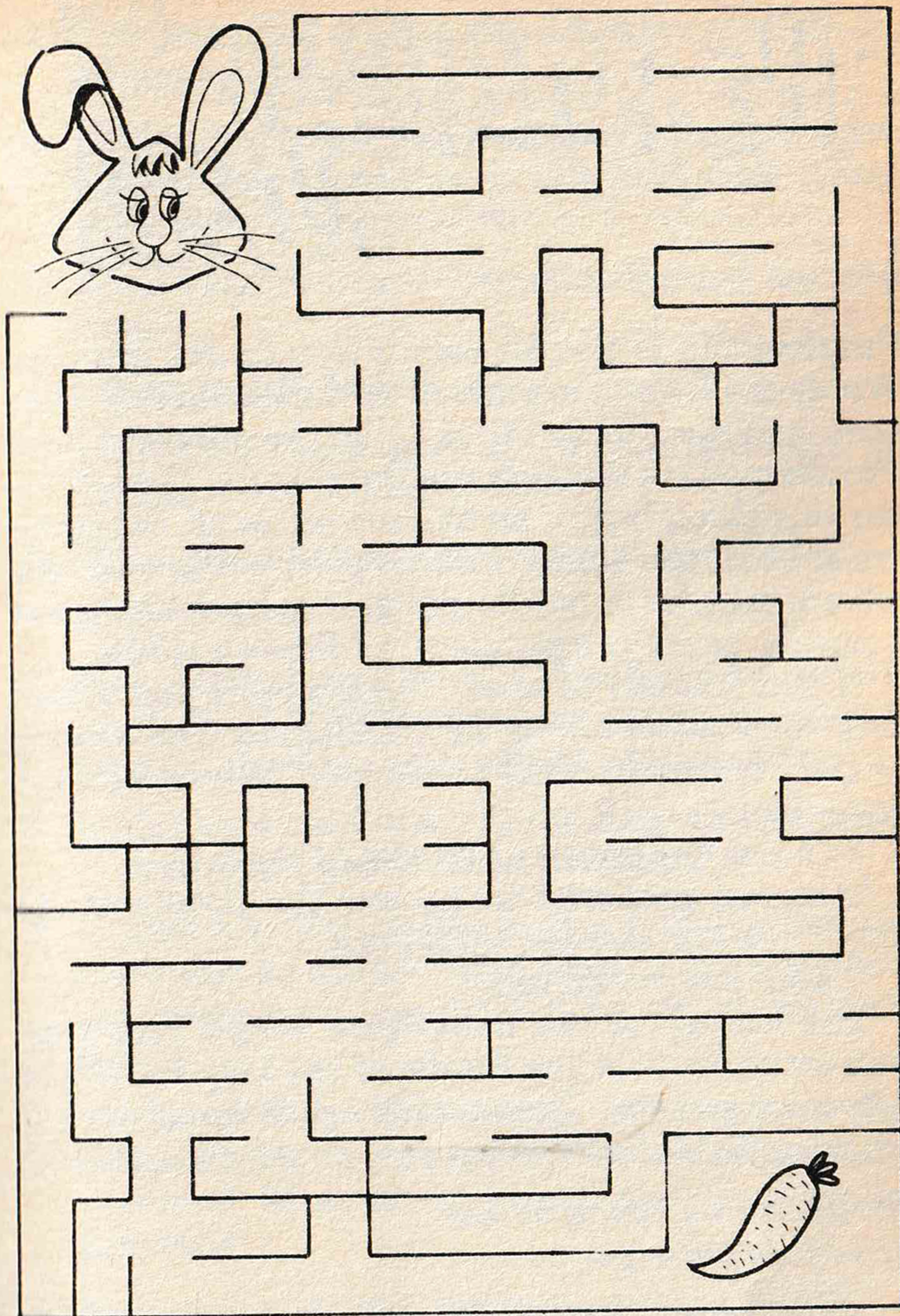


Dry Feet


Here's an interesting puzzle. Look at the river. Look at the planks. Your problem is to build a bridge across the river using the planks, each of which is shorter than the width of the stream. If you can do this you will be able to cross the river without getting your feet wet!



HELP WOOLY TO GET THE CARROT



THE PUZZLEGATE RIDDLES



Puzzleopolis is not an easy place to get into. As Wooly the Rabbit explained to Wizbit shortly after they had met for the first time, the only way into Puzzleopolis is through the Puzzlegate. Now, it's a curious thing but of all the towns, in all the countries, in all the world, Puzzleopolis is the only one where, in order to be allowed in, you have to answer a puzzle, or solve a problem, or diddle a riddle.

If you wanted to enter Puzzleopolis you would ring the Puzzlebell by the Puzzlegate. The Keeper of the Puzzlegate would then ask, 'Who desires to enter here?'

'It's me, the reader,' you would reply.

'Are you prepared to answer the Riddle of the Day?' the Gatekeeper would ask.

'I am,' you would reply.

The Keeper of the Puzzlegate would then read you (or show you) the Riddle of the Day for you to solve, or answer. Thoughtfully positioned by the Puzzlegate is the Puzzlebench, on which is carved:

*Sit upon this bench to rest
If your brain is put to test*

Many people have sat on the Puzzlebench and pondered the Puzzlegate Riddles. Here are some for you to try. Remember, this is Puzzleopolis, so

even the simplest riddle may have a catch to it. In Puzzleopolis nothing is quite what it seems to be.

1. How many ice creams can a hungry man eat on an empty stomach?
2. If a farmer has haystacks in three fields and we pushed them together in one field, how many haystacks would he have?
3. What colours would you paint the sun and the wind?
4. Which month has 28 days?
5. Which are there more of – inches in a mile, or Sundays in a thousand years?
6. What are the next two letters in this series?
A E F H I K L M
7. How many times must a dice be rolled before every number from one to six comes up at least once? A close average will do as an answer.
8. Which everyday word in the English language is most often pronounced incorrectly?
9. A man ate 100 grapes over a five-day period. Each day he ate six more than on the previous day. How many grapes did he eat on the first day?
10. Which of these three cities is nearest to the equator? And which is farthest? Edinburgh, in Scotland, Moscow, in Russia and Glasgow, in Scotland.
11. Make a single word anagram out of CHESTY.
12. Two baby Spongeballs are born of one mother Spongeball at the same time and place, but

- they are not twins. How do you explain this?
13. What we caught we threw away.
What we could not catch we kept.
What were they?
 14. Two French Spongeballs are admiring Paul's Playhouse in Puzzleopolis. One French Spongeball is the father of the other French Spongeball's son. How are they related?
 15. The number of baked beans in a tin doubles every minute. In one hour the tin is full. When was the tin half full?
 16. Can a man marry his widow's sister?
 17. How many times can you subtract one from twenty-five?
 18. Wooly the Rabbit was woken up in the middle of the night by the sound of the tap dripping. He decided to time the drips of water. He found that there was exactly one second between each drip. How long did twelve drips take to drip?
 19. Sticky Micky the Spongeball was looking up the road one way and Wooly the Rabbit was looking in the opposite direction. 'Micky,' said Wooly without turning his head, 'What are you smiling at?' How did Wooly know that Sticky Micky was smiling?
 20. Here is the answer to a question – 9 W. What is the question?
 21. If the Puzzleclock takes two seconds to strike 2 o'clock, how long does it take to strike 3 o'clock?
 22. What is the exact opposite of 'not in'?

23. Rearrange the letters of NEW DOOR to make one word.

24. Divide 50 by $\frac{1}{2}$ and add 3. What is the result?

25. Cross out six letters in the following line of letters so that the remaining letters, without altering their sequence, will spell a familiar word that will interest Wooly the Rabbit.

C S A I R X L E R T O T E T R S

26. How many months have 30 days?

27. 'How much will one cost?' asked Wooly the Rabbit.

'Twenty pence,' replied the clerk in the hardware store.

'And how much will twelve cost?'

'Forty pence.'

'Okay, I'll take nine hundred and twelve.'

'That will be sixty pence.'

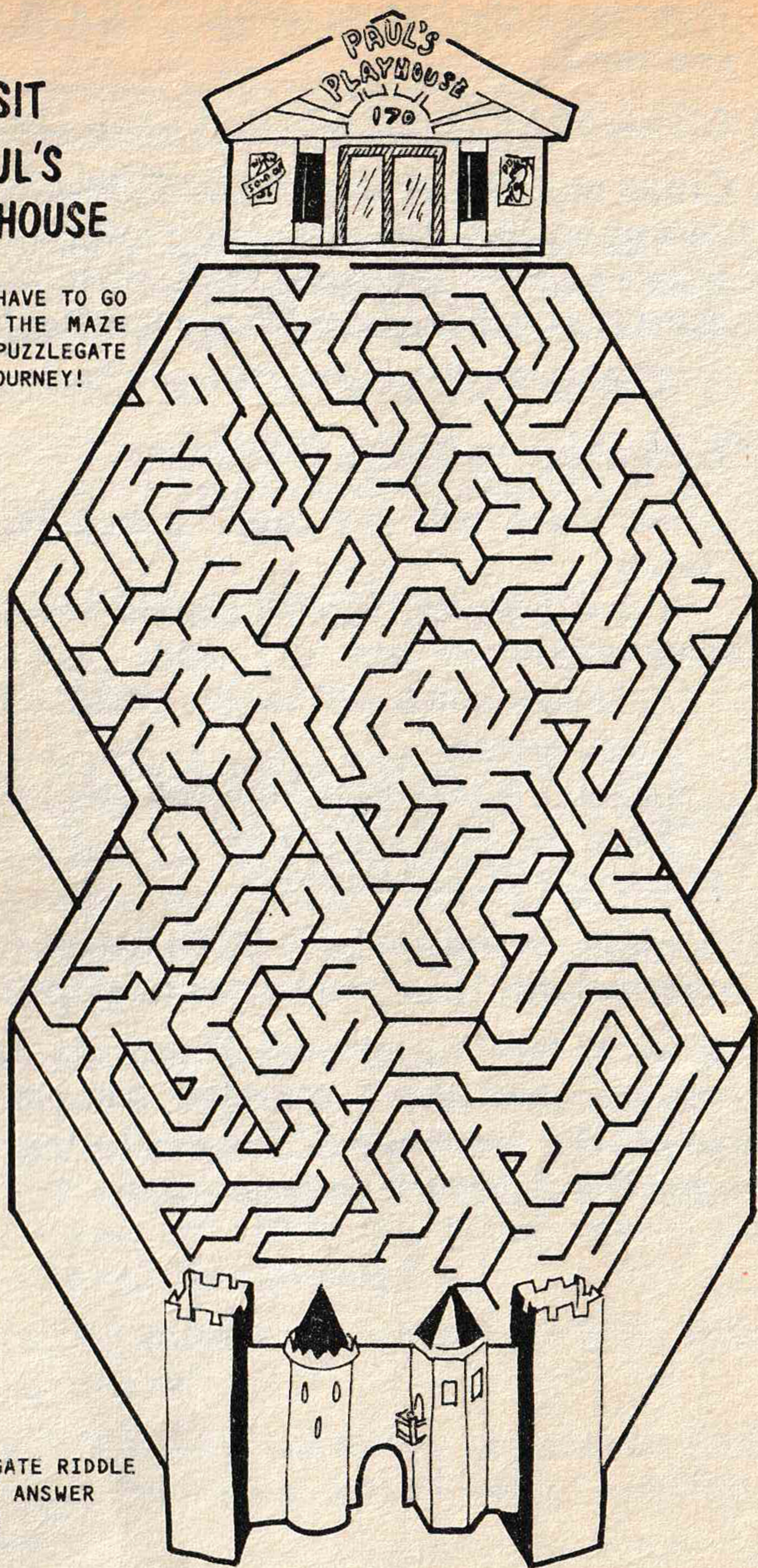
What was Wooly buying?

28. A giant carrot weighs 20 kilos plus half its own weight. How much does it weigh?

29. Q W E R T Y U I O P are the letters in the top row of a typewriter. Find an appropriate ten letter word that can be typed using only the top row on a typewriter.

VISIT PAUL'S PLAYHOUSE

BUT YOU HAVE TO GO
THROUGH THE MAZE
VIA THE PUZZLEGATE
- SAFE JOURNEY!



NO PUZZLEGATE RIDDLE
FOR YOU TO ANSWER
THIS TIME!

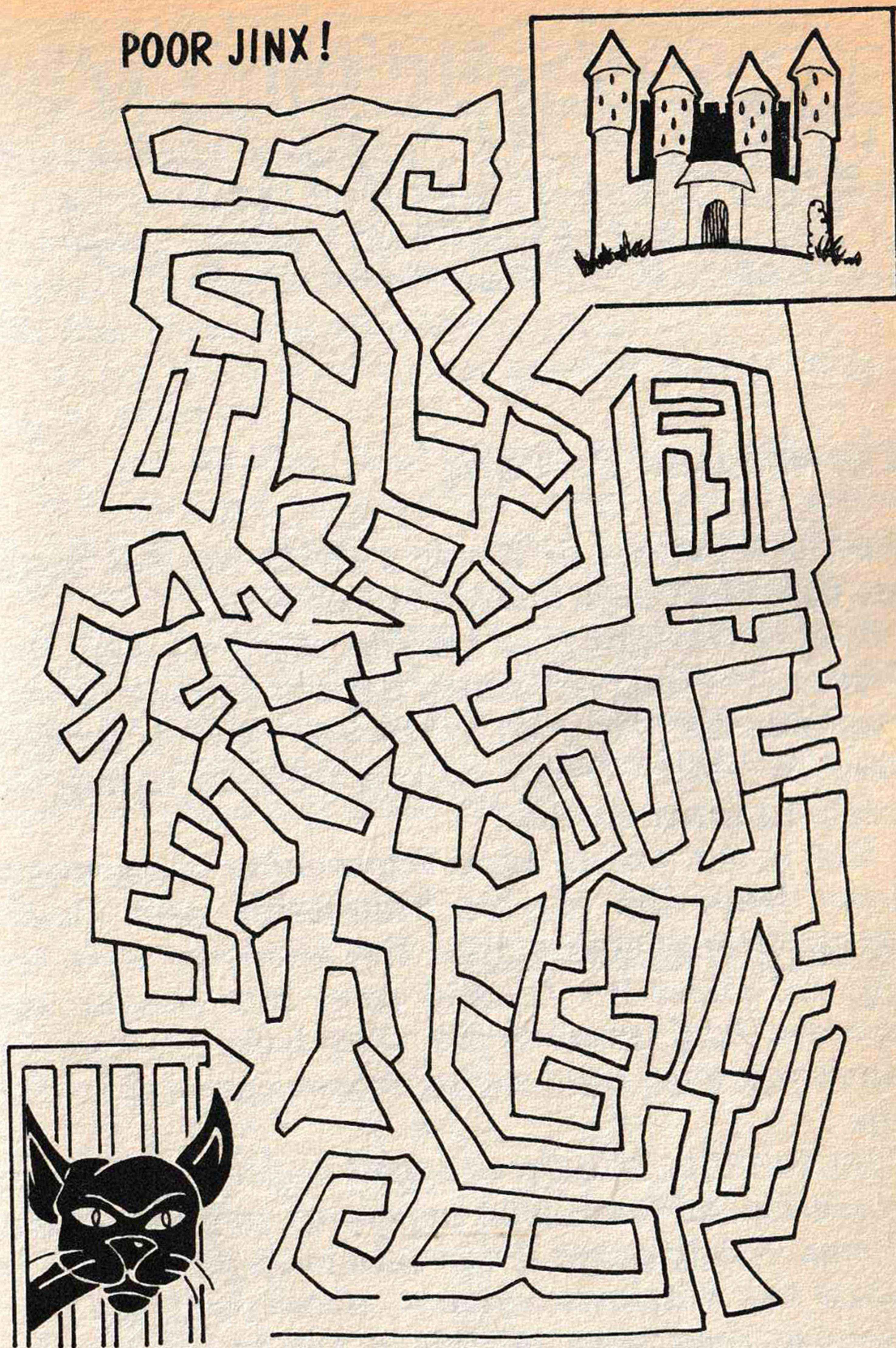
SQUIDGY BOG'S JOKEY RIDDLES



1. What is the best cure for water on the brain?
2. What lies on the sea bed and shivers?
3. I dreamt I ate a giant marshmallow and when I woke up in the morning what did I find?
4. What did the Polar Bear have for breakfast?
5. How does a Ghost begin a letter?
6. Where does satisfaction come from?
7. If you cross a bee and chopped meat what do you get?
8. How does a monster count up to 19?
9. What did the cannibal have for breakfast?
10. What do you get if you cross a canary with a lion?
11. Where does a 9ft budgie sleep?
12. Who invented the five-day-week?
13. What do you get if you cross a squirrel with a kangaroo?
14. What is a skeleton?

15. Who invented the first aeroplane that wouldn't fly?
16. Where do American cows go on holiday?
17. What do you serve but not eat?
18. What is black, white and noisy?
19. Who has feathers, fangs and goes quack?
20. Why don't bananas snore?
21. How do you keep an idiot in suspense?
22. What goes 'Zzub, zzub, zzub'?
23. What is yellow and stupid?
24. Why do humming birds hum?
25. If a buttercup is yellow, what colour is a hiccup?
26. What do you get if you cross a cow with a duck?
27. Why do leopards never escape?
28. What has large wings and can't fly?
29. What do short-sighted ghosts wear?
30. What goes 'Ha Ha Bonk'?
31. What do you put on a pig's nose?
32. What do you get if you cross four cheese sandwiches with a famous cathedral?

POOR JINX!



JINX HAS BEEN NAUGHTY SO PROFESSOR DOOM HAS
LOCKED HIM IN THE DUNGEON OF CASTLE CREEP - CAN
YOU HELP HIM TO ESCAPE?

WOOLY THE RABBIT'S PROBLEMS



The Window Problem

All the windows in Wooly's silver top hat house are three feet high and three feet wide.

Wooly thought that the big windows were just great in the long hot sunny days of summertime in Puzzleopolis. They let in the soft, sweet, scented breezes which Wooly enjoyed whilst eating his fresh, summer carrots.

But in the winter when those chilly winds swept down from the Marble Mountains past Castle Creep, Wooly found that the windows were too big. All those icy breezes gave him coughs and sneezes. And, even worse, they froze his carrots. Have you ever tried eating frozen carrots? It's no fun.

So, one day, Wooly wrapped up warm and went to see his landlord, who happened to be Professor Doom. Wooly asked if he could have permission to make the windows smaller, about half the size, because they were letting in too many freezing draughts and icy blasts.

Professor Doom thought about it and said, with a crafty look on his face, 'You may do whatever you like. You can do as you please. But on one condition. Whenever you finish making your

changes, the windows must be no smaller than one yard high and one yard wide.'

'Wow, thanks, Professor. You're a brick,' said Wooly in gratitude.

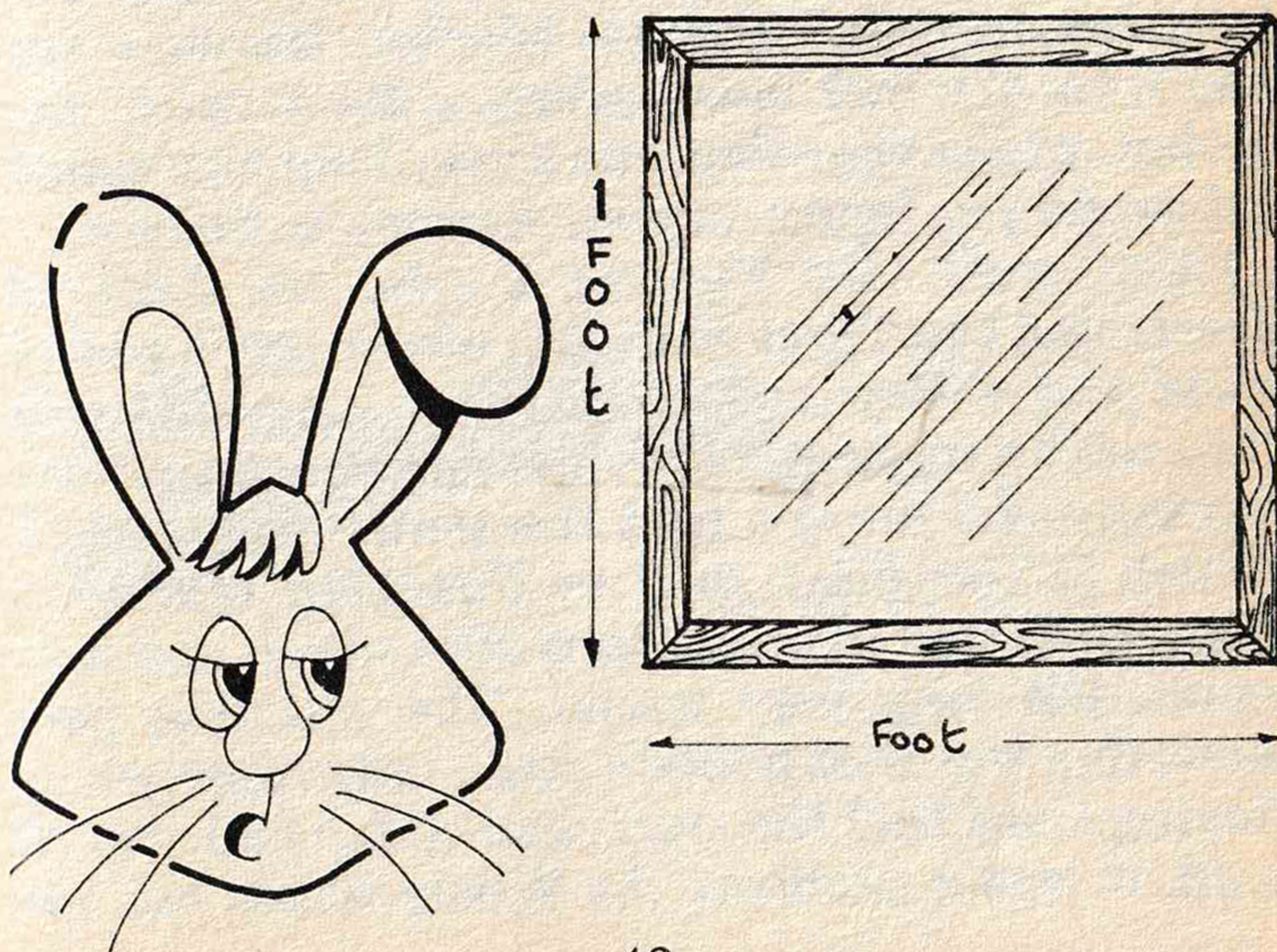
It wasn't until he returned home and explained Professor Doom's condition to Wizbit that he learned he had been tricked, when Wizbit pointed out that three feet equals one yard.

'Oh no,' said Wooly, 'not another winter of eating cold carrots.'

'I've got an idea,' said Wizbit, 'leave it to me.'

So Wizbit got busy with his magic tool kit and in no time at all Wooly had much smaller windows that were the same height and width as before.

When Professor Doom came down from Castle Creep to check on Wooly's problem, he was astonished to see that although the windows were all now only half the size, they were all still three feet high and three feet wide. He had to admit defeat.



Wooly and Wizbit really enjoyed watching Professor Doom stomping off back to Castle Creep in a very black mood.

‘You’re pretty clever, Wizbit,’ said Wooly, ‘I wonder if all our readers will be able to figure out how you did it?’

The Road to Fakeham Market

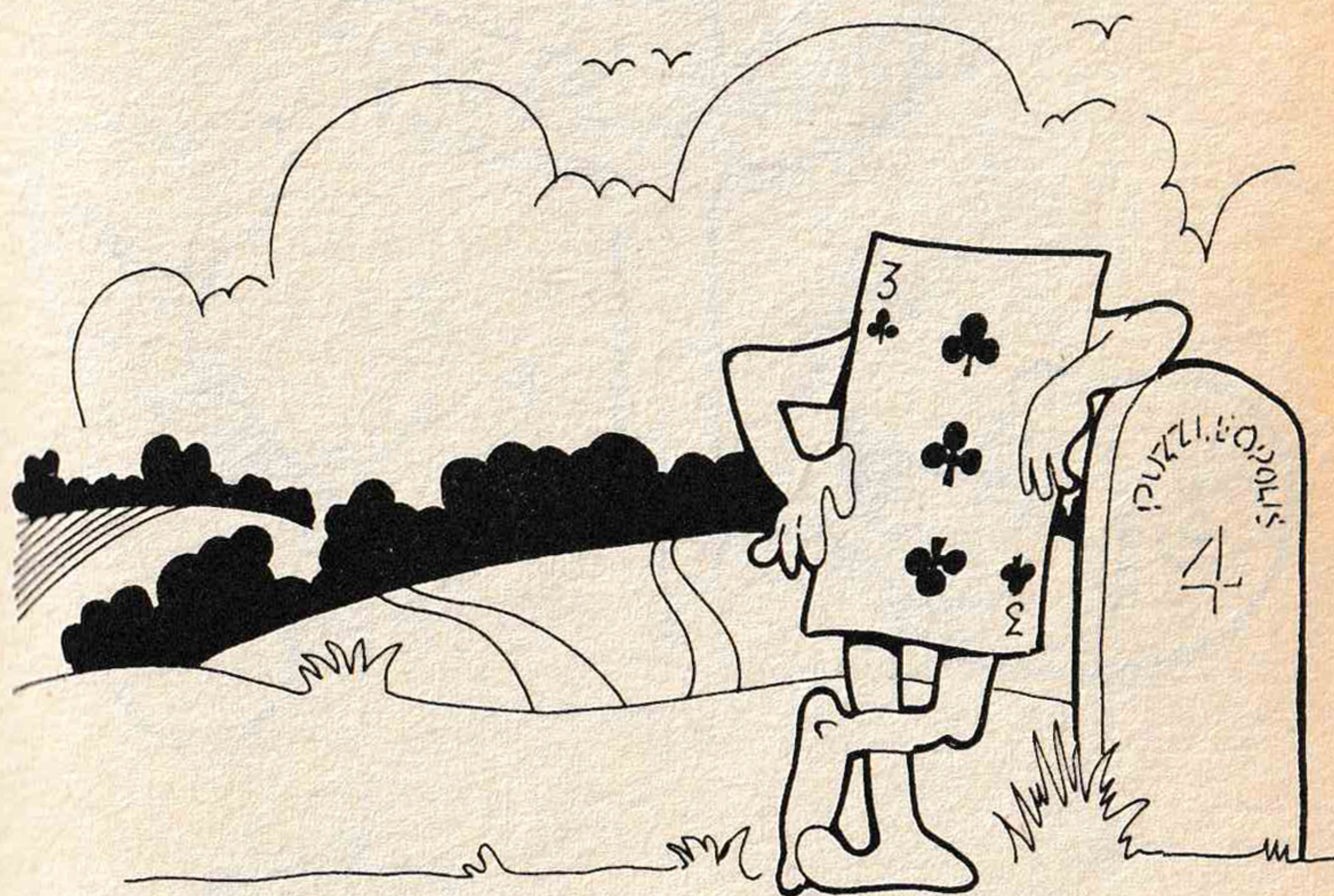
One of Wooly’s many problems in life is that he has a terrible sense of direction. And to avoid getting lost he has to keep asking people for directions. That normally is not such a problem, because most people are only too happy to help. But not all. Consider this: If you were to take the long and winding road from Puzzleopolis to Fakeham Market, you would, in the course of your journey, come to a fork in the road called Card Corner. On this corner there would always be a Playing Card person who’s job it was to tell tired travellers which was the short way to Fakeham Market. Because one road from the fork was, indeed, a short cut to the market, whilst the other was a very long way round and would put hours on your journey to market.

There were two Playing Cards, the Jack of Hearts and the Three of Clubs, whose job it was to guide the weary travellers when they arrived. They took it in turns. Now, it so happened that one Playing Card always told the truth when asked, ‘Which is the short road to Fakeham Market?’, whilst the other Playing Card always lied and sent people the long way round. The puzzling part about this was that nobody could remember which Playing Card told the truth and which lied. So, all in all, it was a problem. As Wooly found out one

day when he arrived at Card Corner. He was about to ask the Playing Card which way was the short cut to Fakeham Market when he remembered that this might be the Playing Card that lied. And he might be sent the long way round to Fakeham Market. He didn't fancy that, because his feet already ached.

What to do. What to do? He thought. Then he had a bright idea. He telephoned Wizbit back home in the Top Hat House and explained the problem. Of course Wizbit, being a bit quick, soon solved the problem. He told Wooly to ask the Playing Card a certain question and the answer would guarantee that Wooly would know which was the short road to Fakeham Market.

Wooly asked the question and took the short road. Can you work out what the question was?



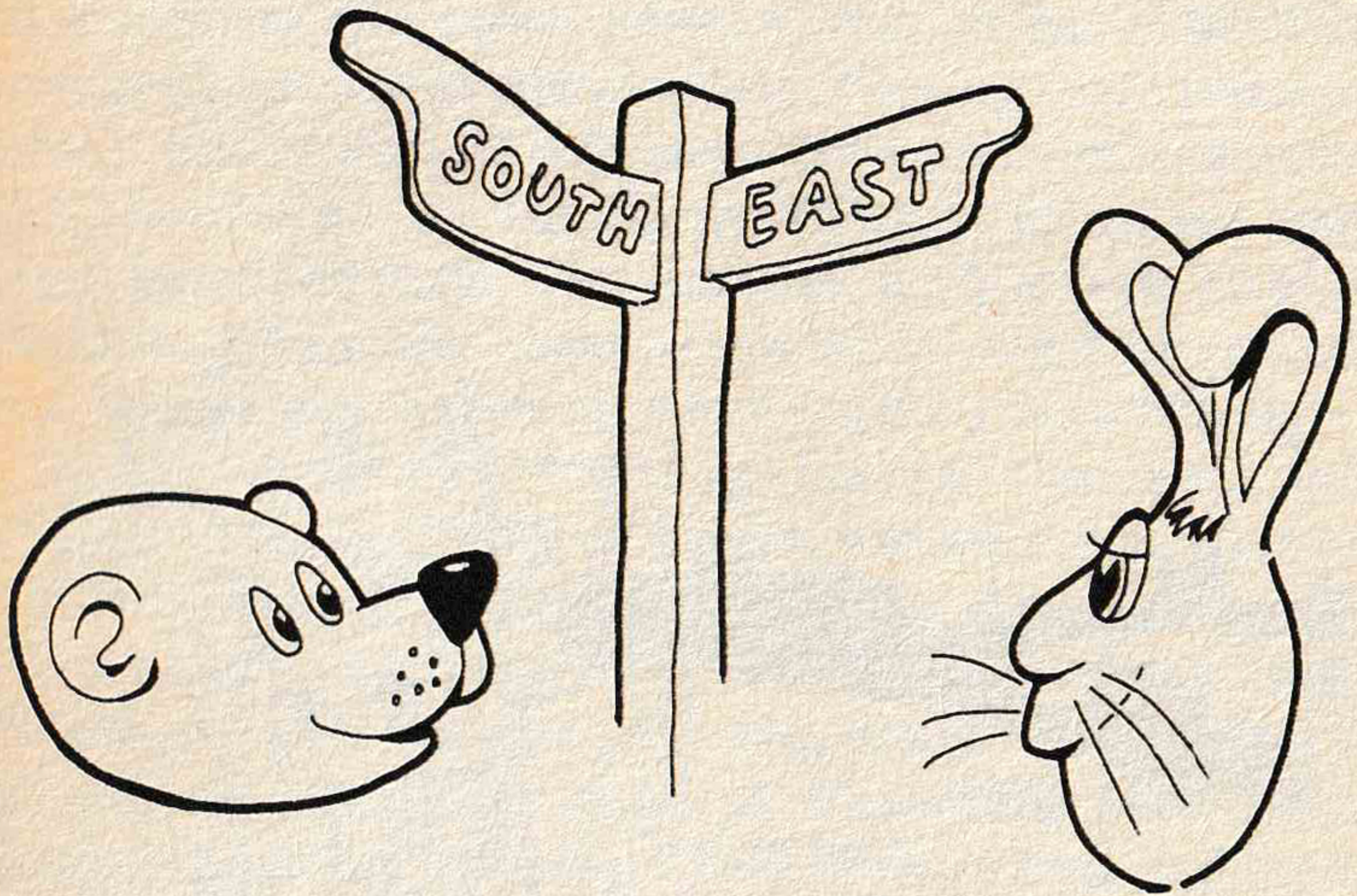
Wooly the Explorer

Once upon a time, the world famous explorer, Wooly the Rabbit, walked one mile due south, then he turned and walked one mile due east, then he turned and walked one mile due north. He found himself back where he started. And sitting there was a bear.

‘Hello Bear,’ said Wooly. ‘Nice day.’

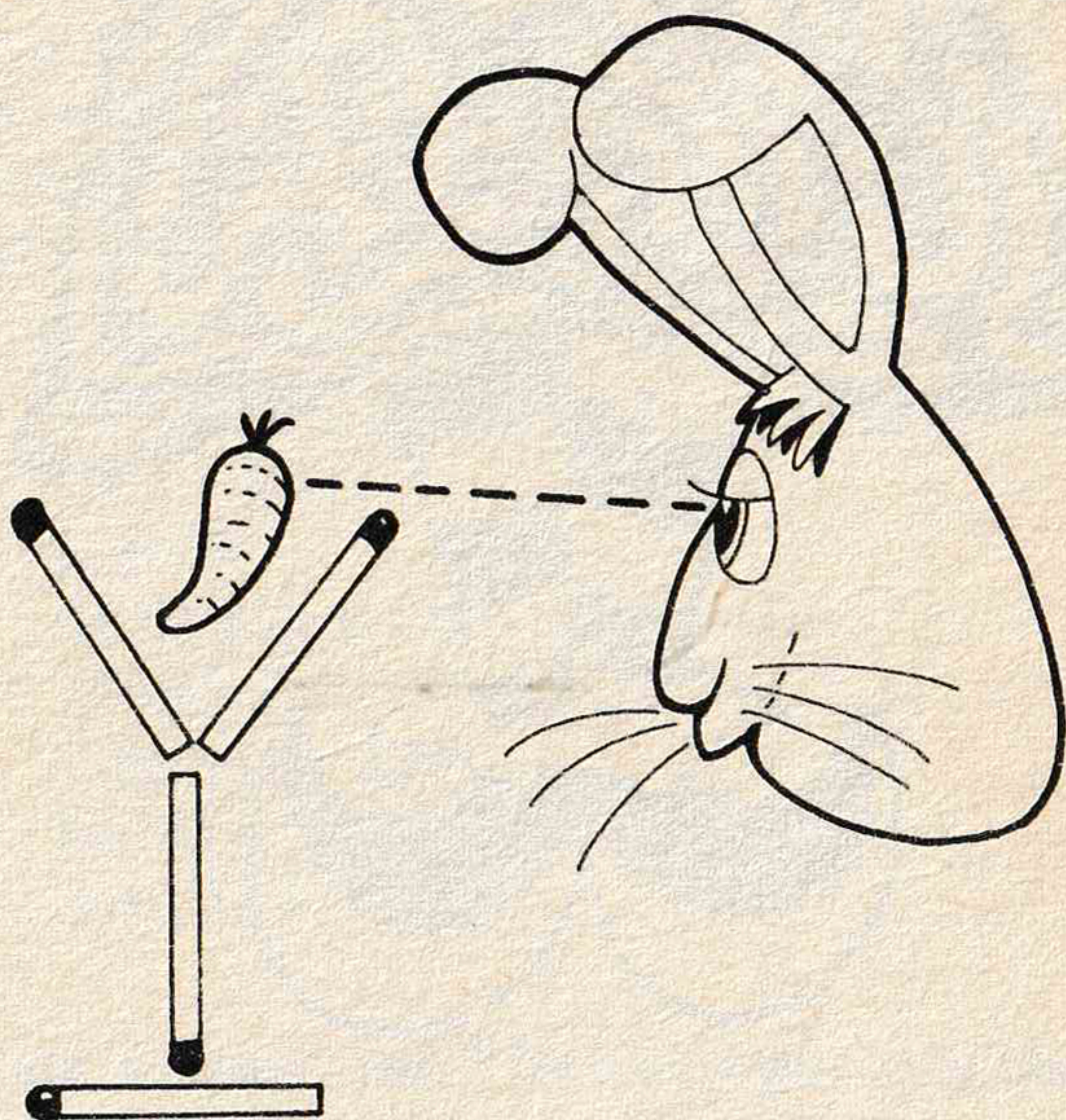
‘Hello Wooly,’ said the Bear. ‘It sure is.’

What colour was the Bear? And where did this conversation take place? Wooly tried to catch Wizbit out on these questions some months later but Wizbit wasn’t fooled – are you?



The Carrot in the Cocktail Glass Problem

One day, Wooly arrived at the Puzzlegate, only to be given a visual puzzle. The diagram shows a cocktail glass made of four matchsticks with a very small carrot in the glass. The conditions of the puzzle were that Wooly had to get the carrot out of the glass, without touching the carrot and by moving only two matches, and the glass had to retain its original shape although its position could change. Wooly spent some time on the Puzzlebench before he decided to take the puzzle home to get Wizbit's help. Wizbit soon solved it but he did mention that he thought the readers of this book would enjoy this puzzle very much.



CAN YOU REACH WIZBIT'S
RIGHT HAND?



PUZZLE NUMBERS

Have you ever thought about the magic of numbers? How puzzling it all is. And how important numbers are. Look at the clock, look at the calendar, look at the page numbers in this book. Distance is calculated by numbers, weights are measured by it. How tall are you? It's a number. And if you like sticky cream cakes, how heavy are you? That's another number. Numbers are all around us and they are very useful. There's nothing to be afraid of about numbers. Numbers are your friend. Numbers can be fun to puzzle with, or as Wooly says when he gets confused, 'Pun to fuzzle with.'

Here is a little magic puzzle with numbers to get you started. You will need a pen and paper or a calculator. Now here is what you do.

Put down the size of your shoe.

Double it.

Add 5.

Multiply by 5.

Multiply by 10.

Add your age.

Subtract 365.

Add 115.

Now look at the total. The last figures of the total will be your age and the first figure or figures will be your shoe size.

You can make a magic trick out of this by instructing a friend to do this then, just by looking at the total of their calculation, you will know their age and shoe size.

See, numbers are surprising things aren't they? For example, if you were to take your fifteen favourite books and arrange them bookshelf fashion, then changed the place of one book every minute, it would take you 2,487,996 years to do it!

Here is something else to puzzle at. With your calculator, multiply 846 by 14593. The result will be 12345678. I wonder who first figured that out? How's about this: 1111111 is the result of multiplying 9298 by 119.5.

All the Twos

Here is the bottom part of a sum. Above the + 2 you must write out 4 rows of numbers. Each row must include all the numbers from 1 to 9. Can you make the sum work?

$$\begin{array}{r} + 2 \\ \hline 2222222222 \end{array}$$

You shouldn't find it too much trouble once you've started.

Eights Over Easy

Here is another puzzling result. All you have to do is figure out the numbers that produce the strange results shown.

$$\begin{array}{rcllcl} & ? & \times & ? & + & ? & = & 88 \\ & & ?? & \times & ? & + & ? & = & 888 \\ & & & ??? & \times & ? & + & ? & = & 8888 \\ & & & & ???? & \times & ? & + & ? & = & 88888 \\ & & & & & ???? & \times & ? & + & ? & = & 888888 \\ & & & & & & ???? & \times & ? & + & ? & = & 8888888 \\ & & & & & & & ???? & \times & ? & + & ? & = & 88888888 \\ & & & & & & & & ???? & \times & ? & + & ? & = & 888888888 \end{array}$$

A tip is to start at the top and work down; once you've figured the first two it should be apparent to you how to progress.

The Big Sum

Here is a real big sum. Let's see if you figure the right answers. If you do, and it shouldn't be difficult, the results will surprise you. You might find this more fun if you don't use a calculator. But I'll forgive you if you do.

$$\begin{array}{l} 6359477124183 \times 17 \times 1 = ? \\ 6359477124183 \times 17 \times 2 = ? \\ 6359477124183 \times 17 \times 3 = ? \\ 6359477124183 \times 17 \times 4 = ? \\ 6359477124183 \times 17 \times 5 = ? \\ 6359477124183 \times 17 \times 6 = ? \\ 6359477124183 \times 17 \times 7 = ? \\ 6359477124183 \times 17 \times 8 = ? \\ 6359477124183 \times 17 \times 9 = ? \end{array}$$

The Twenty-Five Percent Fraction

Here is a fraction puzzle that Wizbit loves and Wooly can't figure, despite the visual clues given.

Find another fraction the same as this one.

$$\frac{1666666666}{6666666664}$$

MAGIC SQUARES

Albrecht's Square

Magic Squares are puzzling things. Imagine a square made up of numbers in rows and columns that will always produce the same number, whichever way you total them.

Here is a nine number magic square.

8	1	6
3	5	7
4	9	2

No matter which way you add up the columns they will always total 15. Try adding up, down, across, diagonally.

Here is another one that achieves the same result.

6	7	2
1	5	9
8	3	4

Magic squares can also be made with sixteen numbers. Here is a famous magic square with three numbers missing. If I tell you that the lines of numbers will always add up to 34, can you fill in the missing figures? Before you check your result against the solution, can you see how many other

combinations of figures within the magic square total 34.

16 ? 2 13

5 10 ? 8

9 6 7 12

4 15 14 ?

65 by 40

Here is a magic square that will total 65 in 40 different ways. Can you find them all?

23 6 19 2 15

4 12 25 8 16

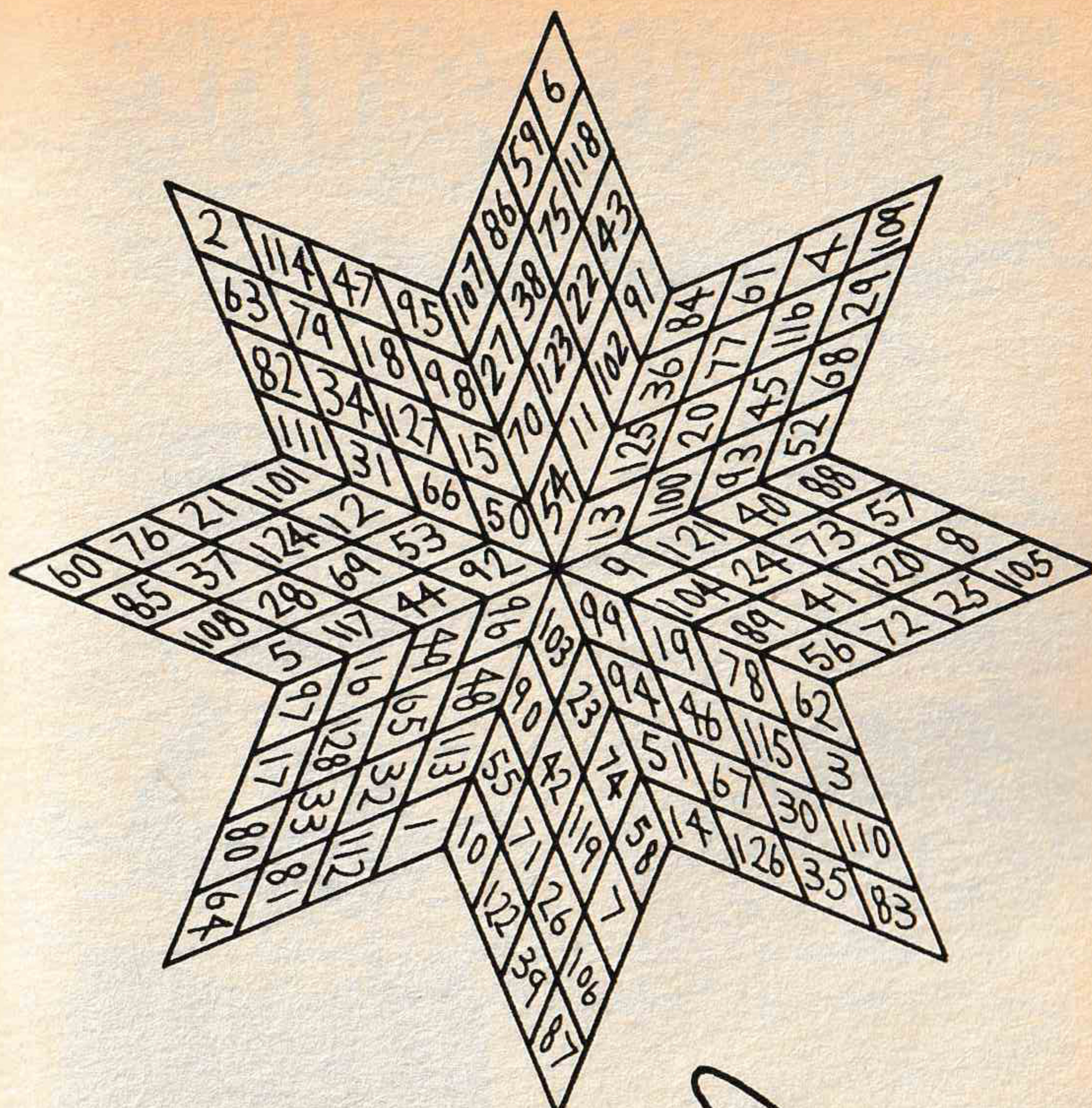
10 18 1 14 22

11 24 7 20 3

17 5 13 21 9

So now if somebody asks you what a magic square is, you'll know better than to answer 'An old magician!'

Before we leave puzzle numbers, here is a real oddity that combines magic squares with an optical illusion. It is a fabulous optical illusion star composed of magic squares in which all the magic squares will always total 258, no matter which way you total them (the ways are given in the solution to Albrecht's Square). But are the surfaces of the star pointing out or in? See if you can answer that as you total the magic squares.



**The
FABULOUS
Optical Illusion
STAR**



R GREENE


164



TEN THINGS WRONG

GROCEER GREEN LOOKS GLUM BECAUSE THERE ARE TEN MISTAKES IN AND AROUND HIS SHOP - CAN YOU SEE WHAT THEY ARE?

RIDDLES TO DIDDLE



Can You Spot

Can you spot what is unusual about this sentence?
PACK MY BOX WITH FIVE DOZEN LIQUOR
JUGS

The Second Clock

If a clock takes eight seconds to strike eight,
how many seconds will it take to strike twelve?

Legs Eleven

Ask someone to write this in numbers quickly:

ELEVEN THOUSAND ELEVEN HUNDRED
AND ELEVEN

Try it yourself first.

Half Fishy

If a cat and a half can eat a fish and a half in a
minute and a half, how long will it take one cat to
eat sixty fish?

My Prediction is

Write down any three different numbers, e.g. 4, 5, 6.

Reverse them and write them down under the first three numbers, e.g. 6, 5, 4.

Subtract the smaller number from the larger.

Write down the three figure result.

Reverse and write down the three figure result.

Add them up.

The result will be (look at the solution for my prediction).

Dear John

Complete this name and address:

WOOD
JOHN
HANTS

Wooly's Dad

Wooly the Rabbit's dad had a family of sons and daughters. Each daughter had an equal number of brothers and sisters, but each son had twice as many sisters as brothers. How many boys and girls were there in the family?

Relatives?

A girl and her father stood in front of a portrait of a man. The girl said to her father, 'That man's mother was my mother's mother-in-law.'

What relation was the girl to the man in the portrait?

Tricko

Consider this:

0000000000 trick

Can you add six strokes to it and make a sentence?

Big Word

Can you write down a word containing twenty-eight letters?

Word Hunt

Can you make up a sentence containing all the letters of the alphabet?

Russians

RAB became a lawyer.

YMRA became a soldier.

? became a sailor.

What was his name?

Laitstac

Standing on a railway platform, a traveller noticed the station cat.

'That's a nice Manx cat,' he said to the Station-master.

'That's not a Manx cat, that was the nine twenty that was,' replied the Stationmaster.

What did he mean?

Wooly's Gloves

Wooly the Rabbit keeps his gloves in a drawer. He has ten red gloves and ten green ones. They are all mixed up together. One cold night, just as he was taking out a pair of gloves to wear in bed, the lights went out. He asked Wizbit to help him get a pair of the same colour, red or green. Wizbit did it in seconds in the dark. What was the smallest number of gloves that Wizbit could take out of the drawer that would guarantee a pair of the same colour?

Spoof and Bluff

Fat, round Bluff said to tall thin Spoof, 'What day of the week is this?'

Tall, thin Spoof to fat, round Bluff replied, 'When the day after tomorrow is yesterday, today will be as far from Sunday as today was from Sunday when the day before yesterday was tomorrow.'

Bluff was puzzled.

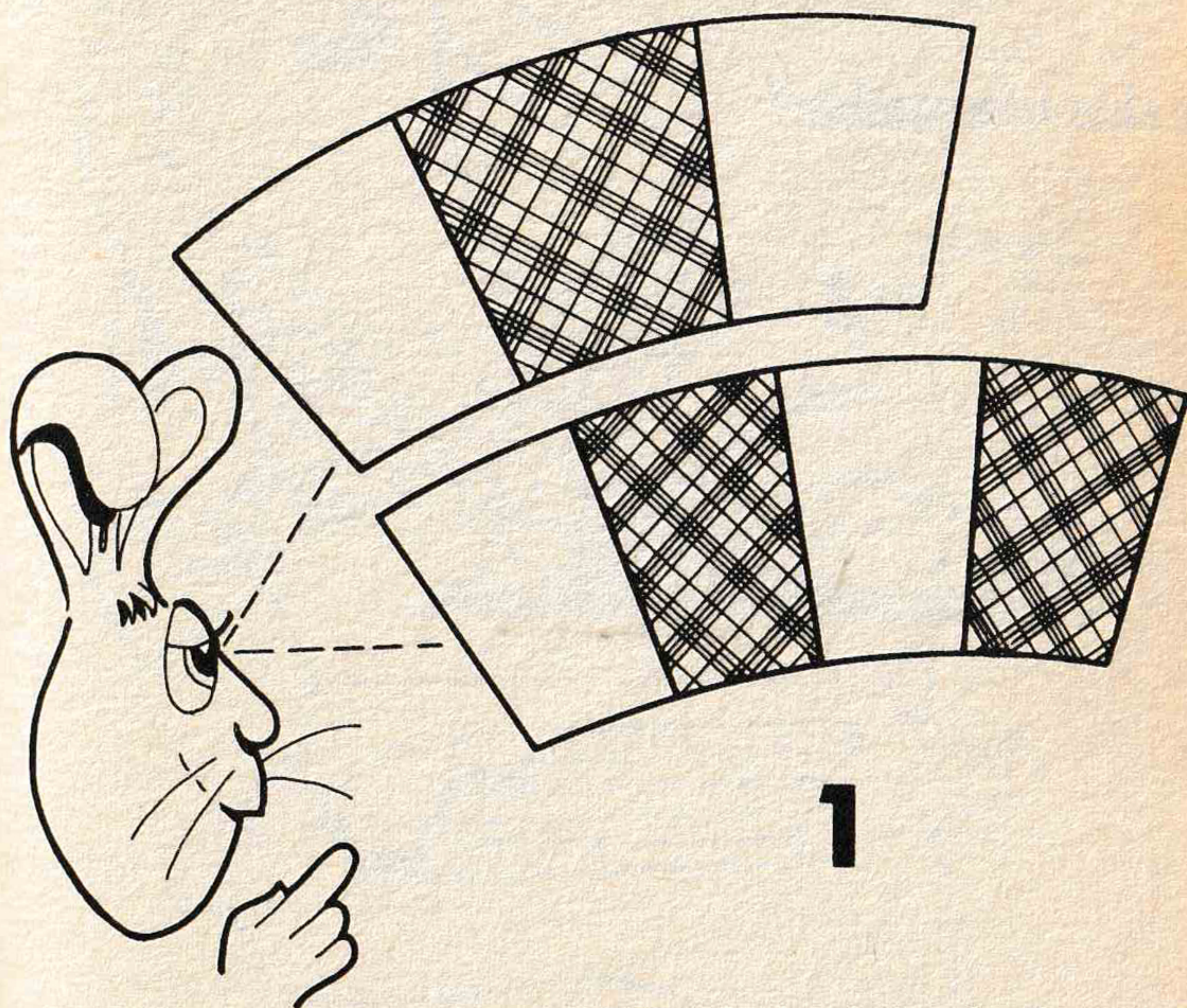
Are you puzzled?

Granamas

FODOMO ROSPERS
NASINAMON ISLAND
GO BUGY DISQ
OWL OYS HOT TAP CERRETTA

OPTICAL AND TOPOLOGICAL

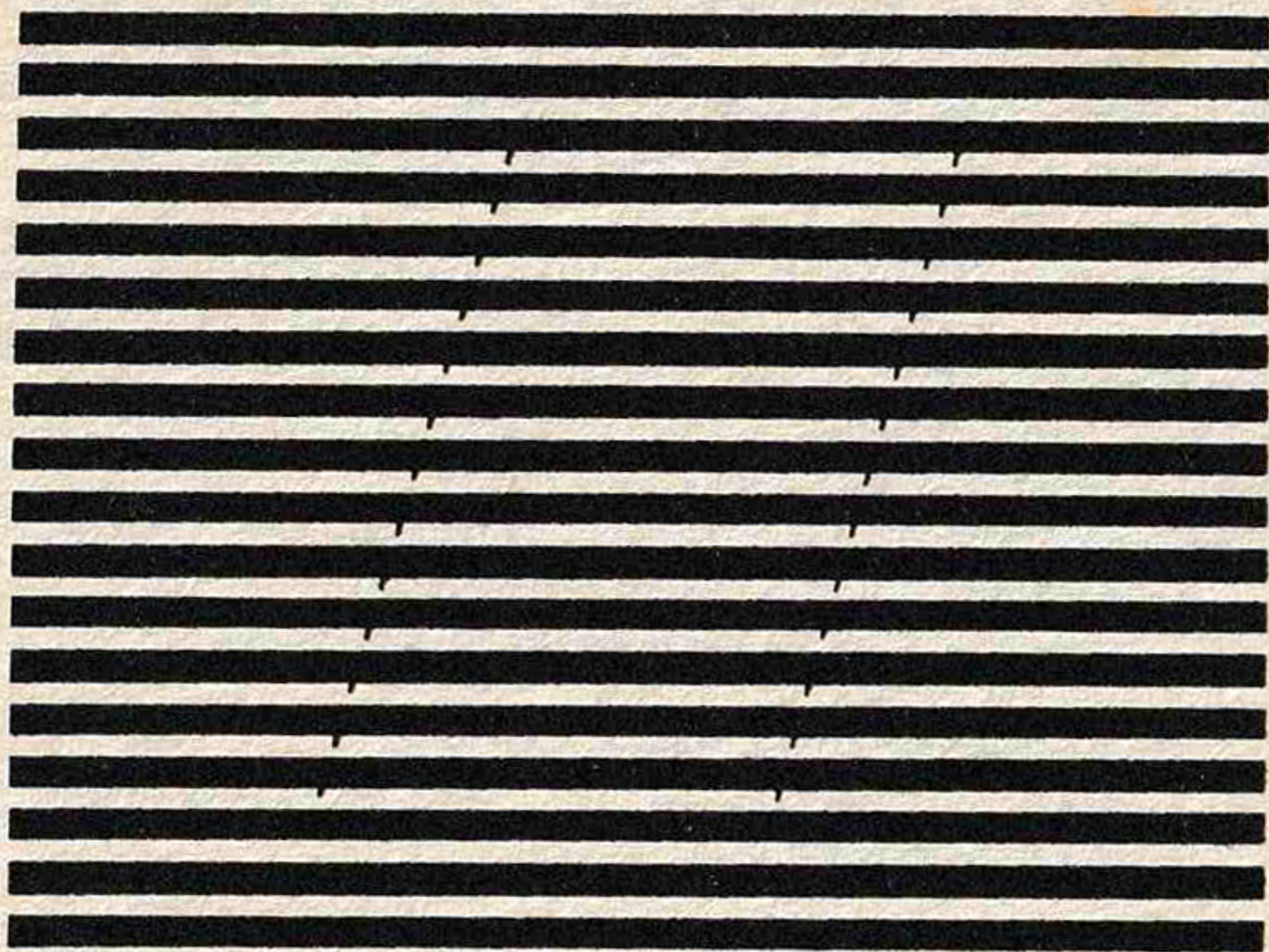
*'Optical illusions
Are really delusions.
What you think you see
Could not really be,
Or could it?'*



Which is the larger?

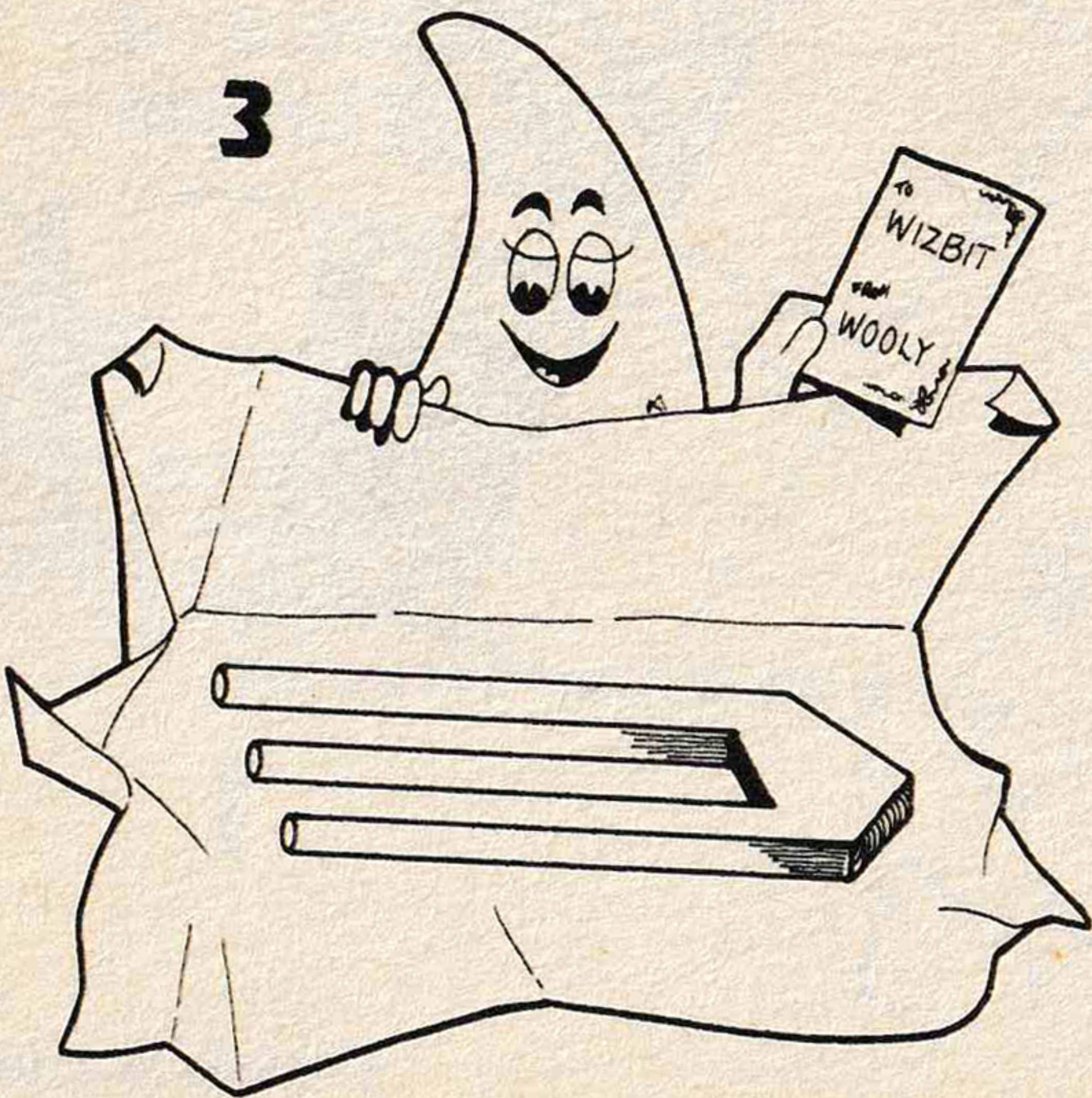
Move the drawing up and down quickly. What happens?

Then side to side quickly. What happens?

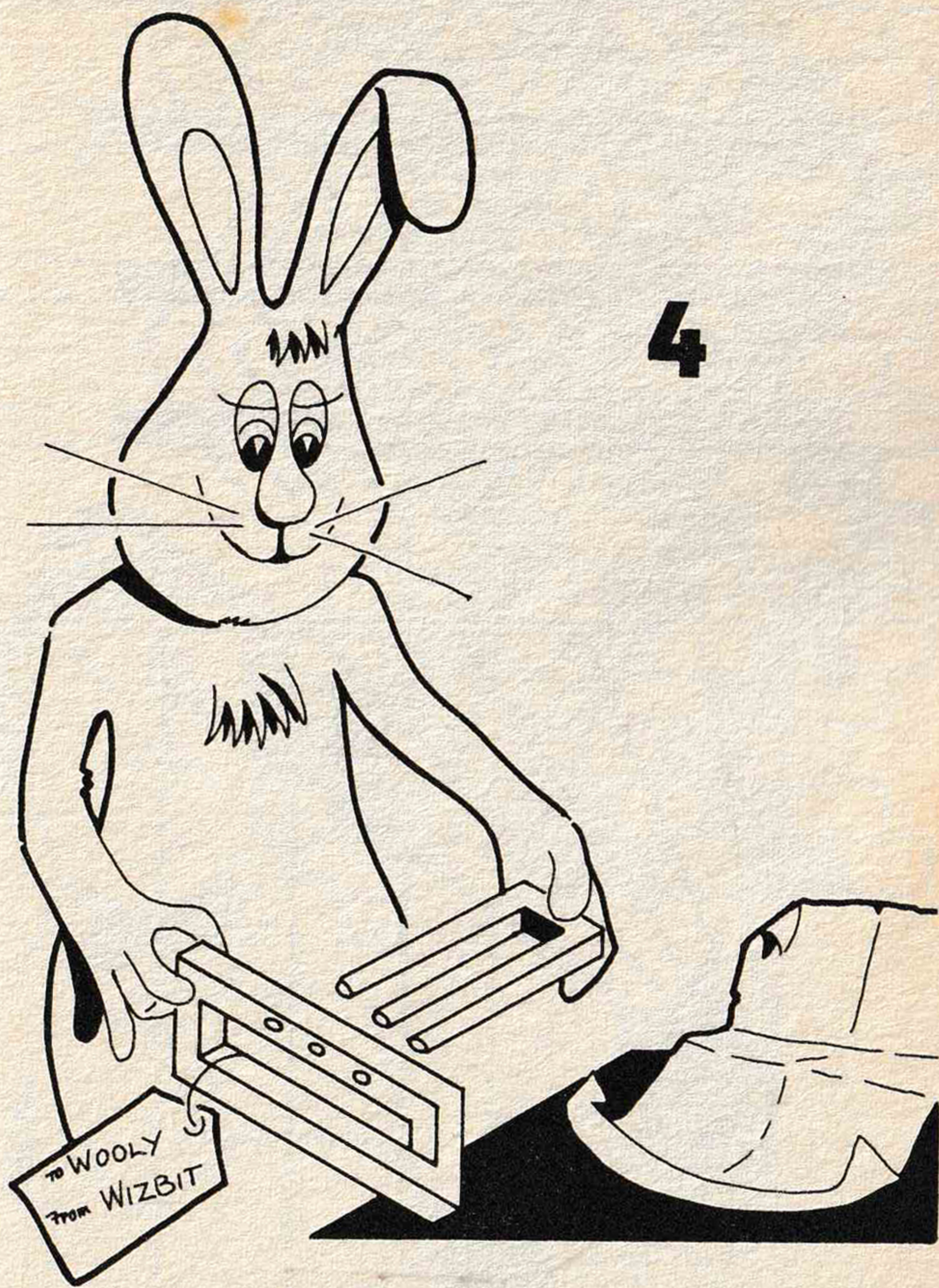


2

Is this impossible?



Is this one even more impossible?



Are these lines straight?

5



Which Wizbit is the tallest?

6



Are the blocks perfectly lined up?

7

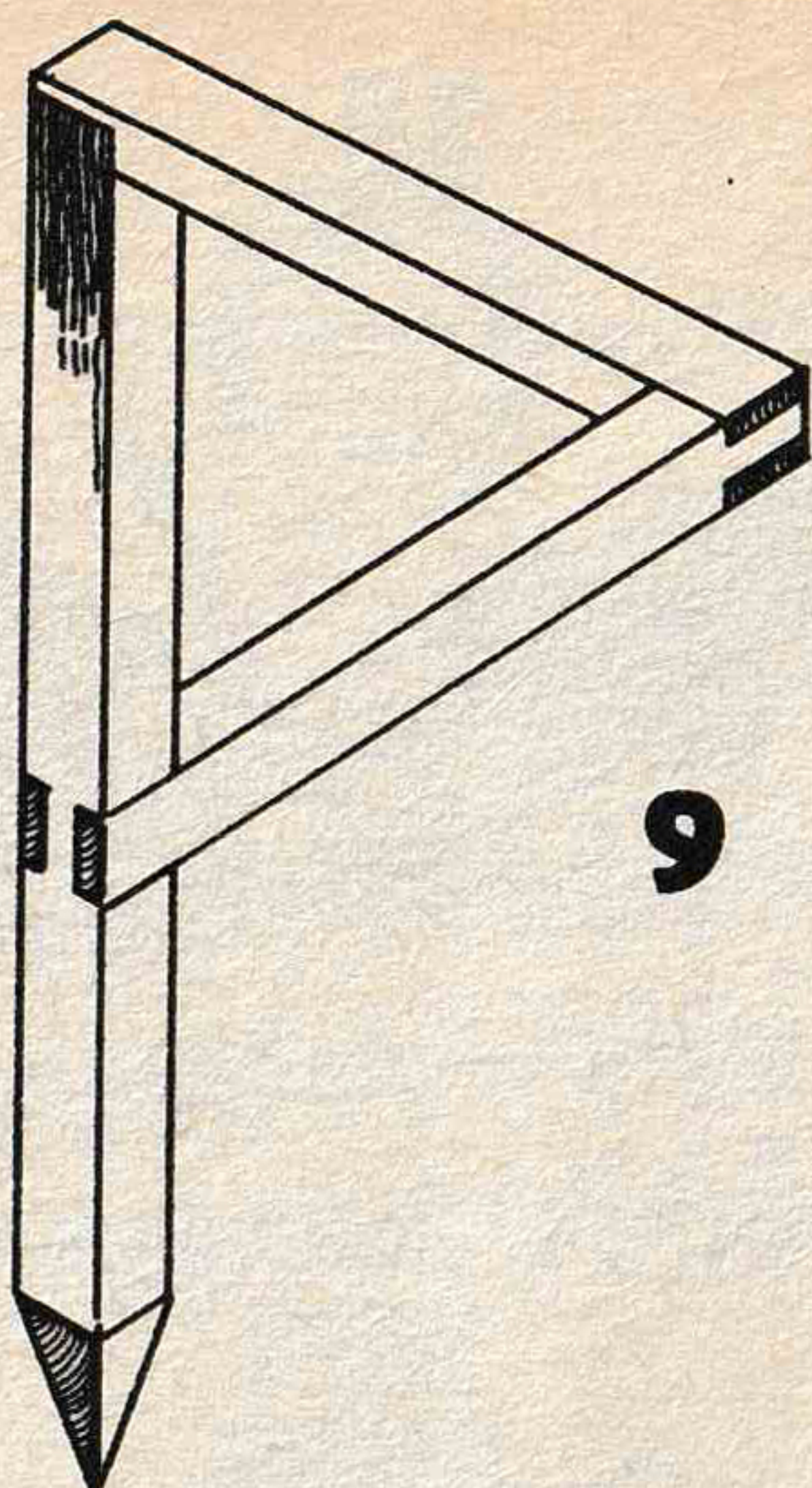


What is the difference between the height of the hat and the width of the brim?

8

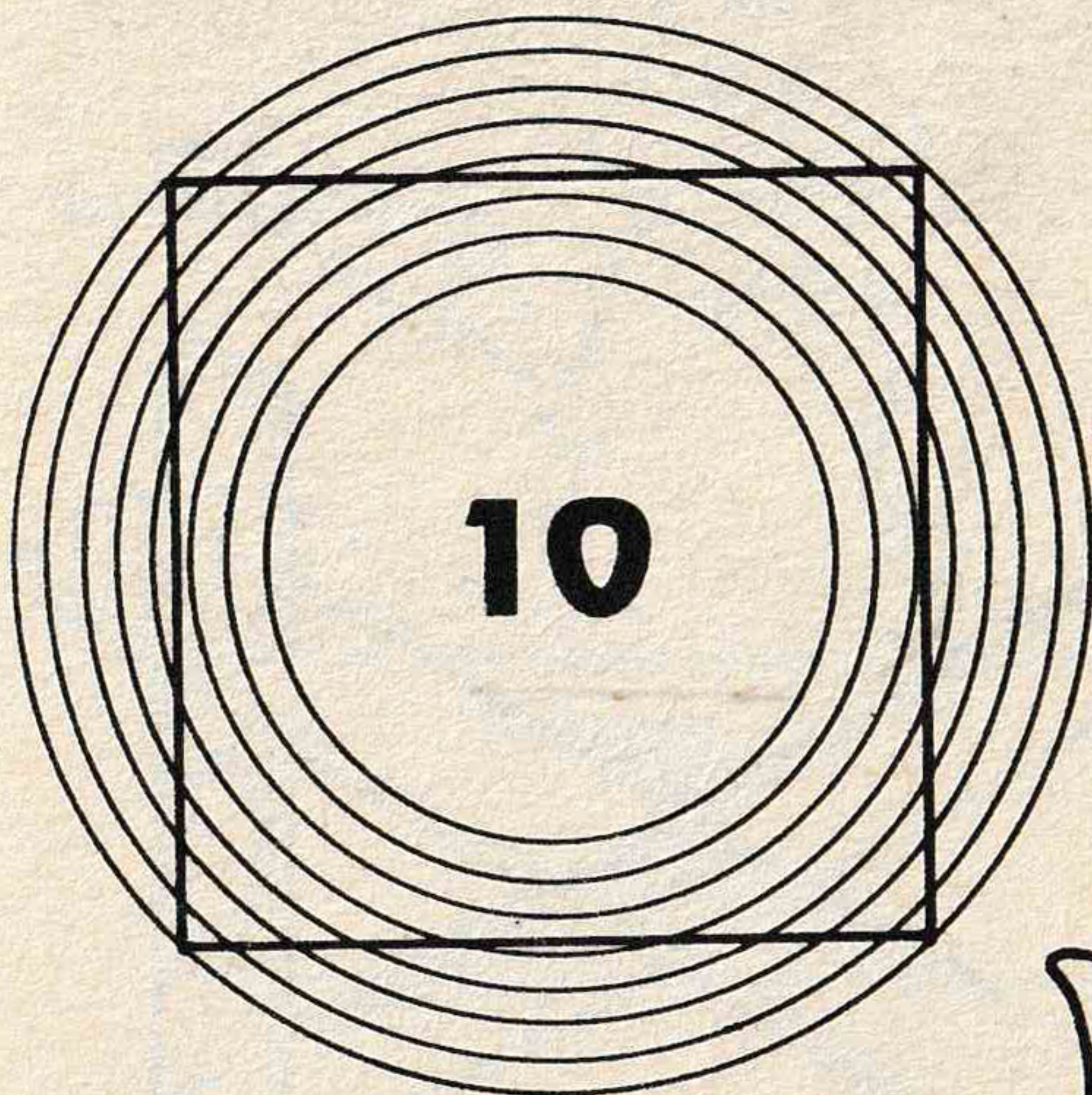


Could you make this?

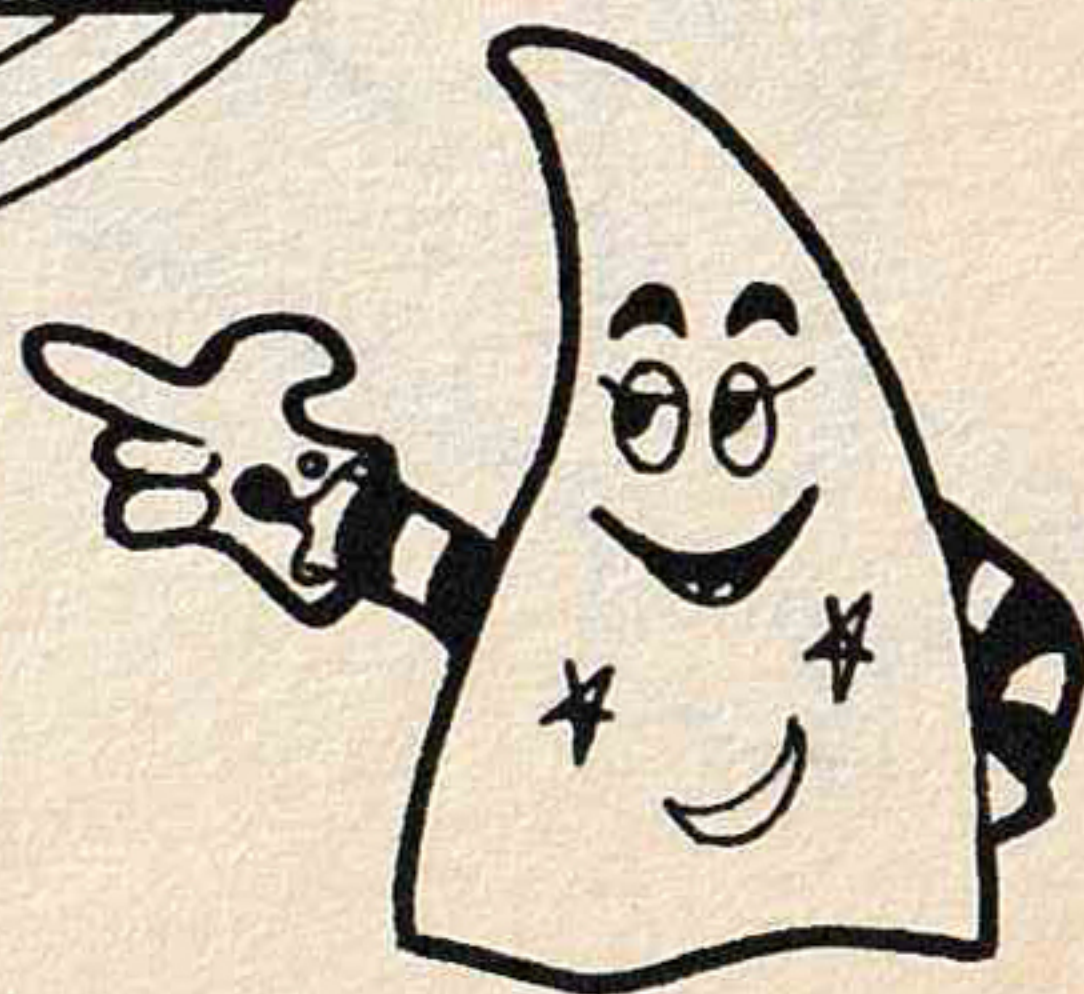


9

Is this a perfect square?



10



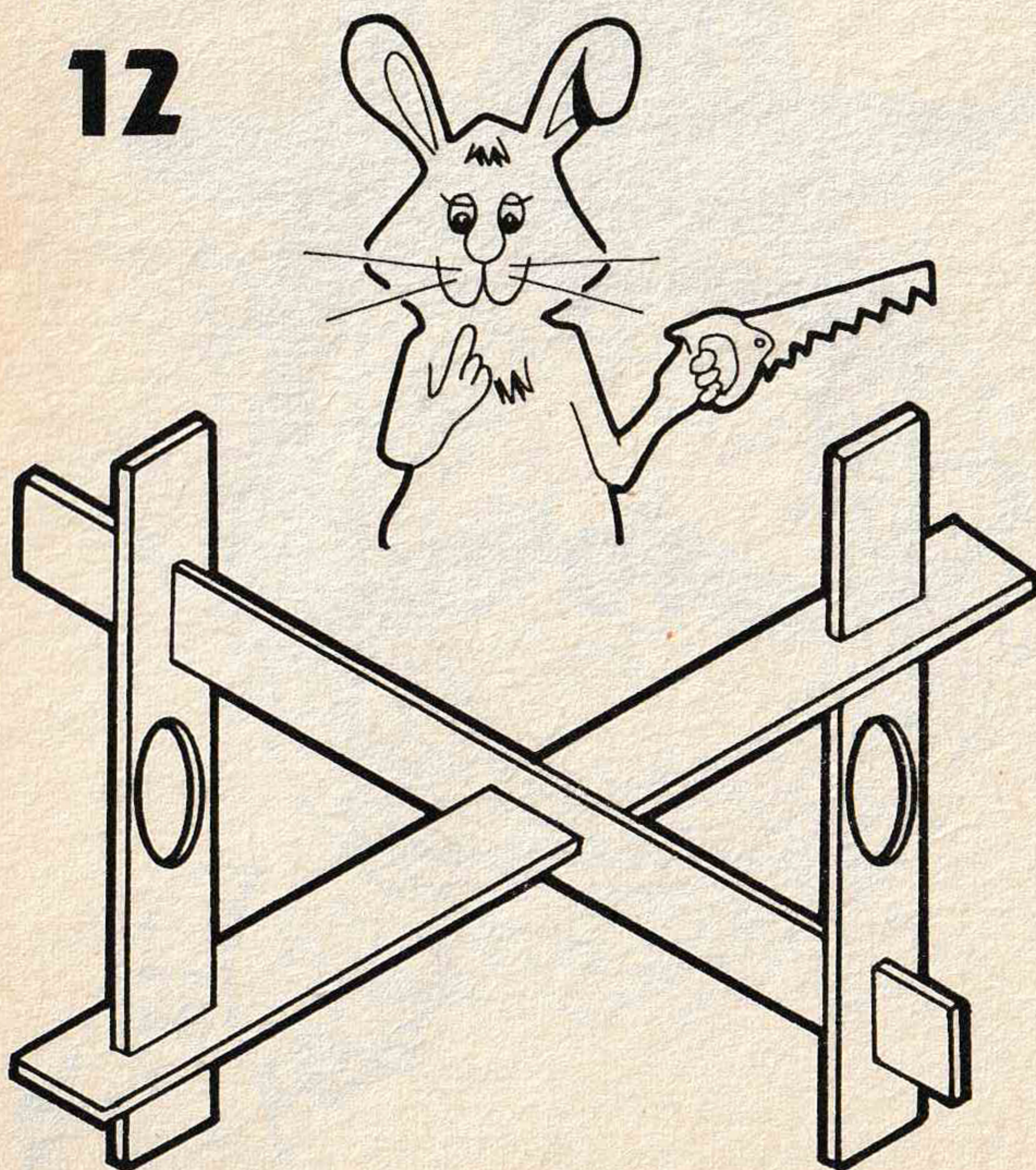
A long knife and a short knife?

11



Easy to make?

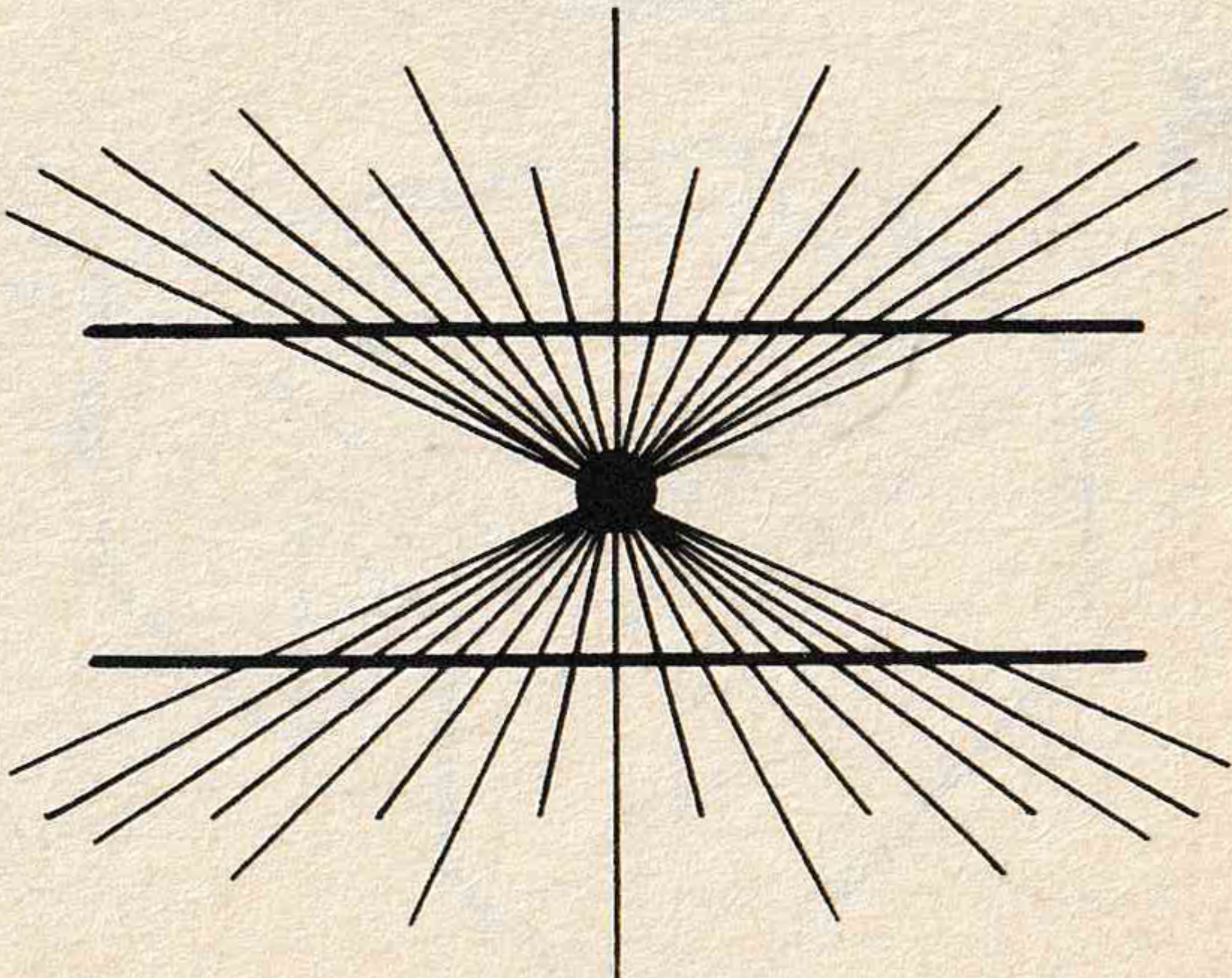
12



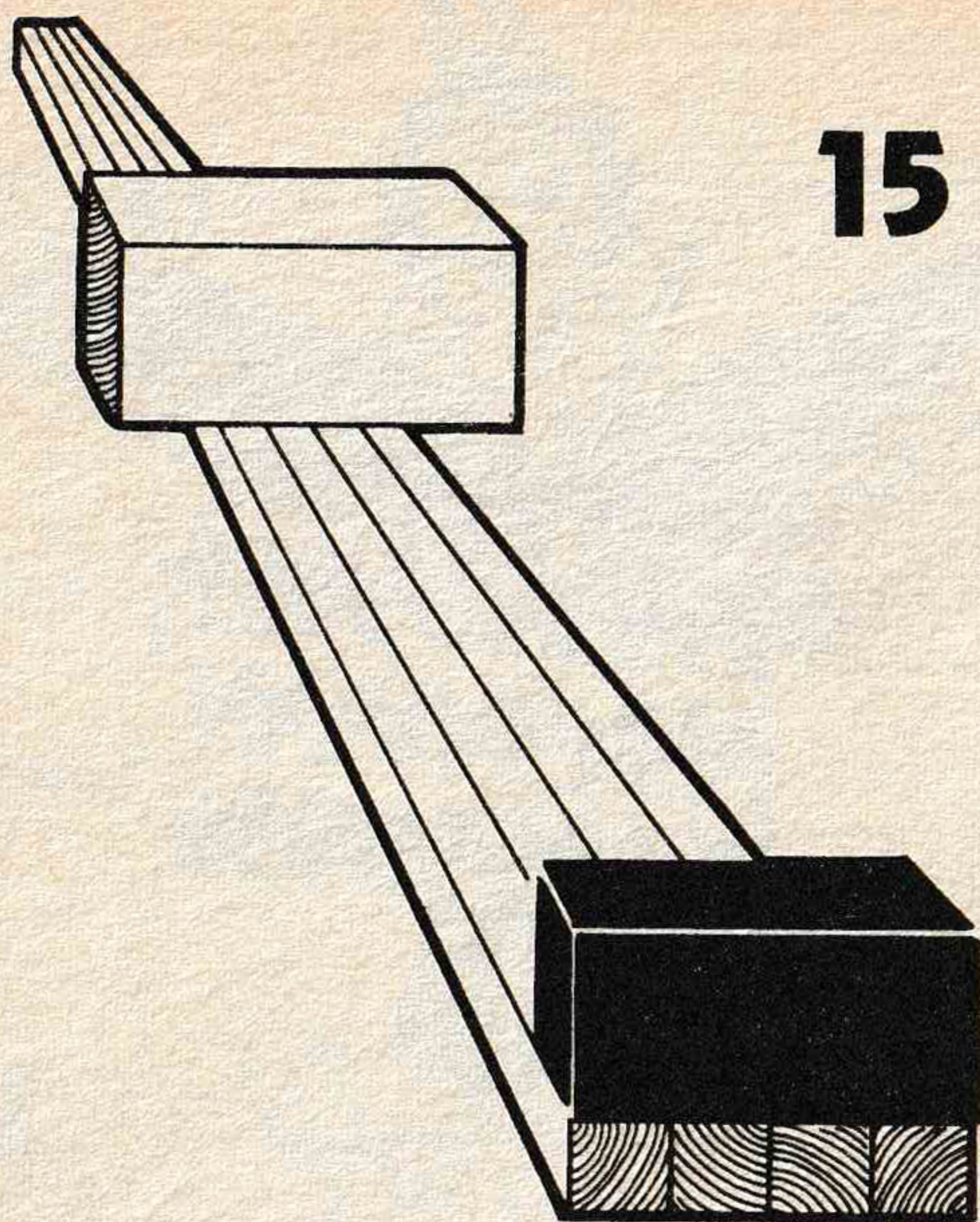
Parallel lines?



Two curved lines?

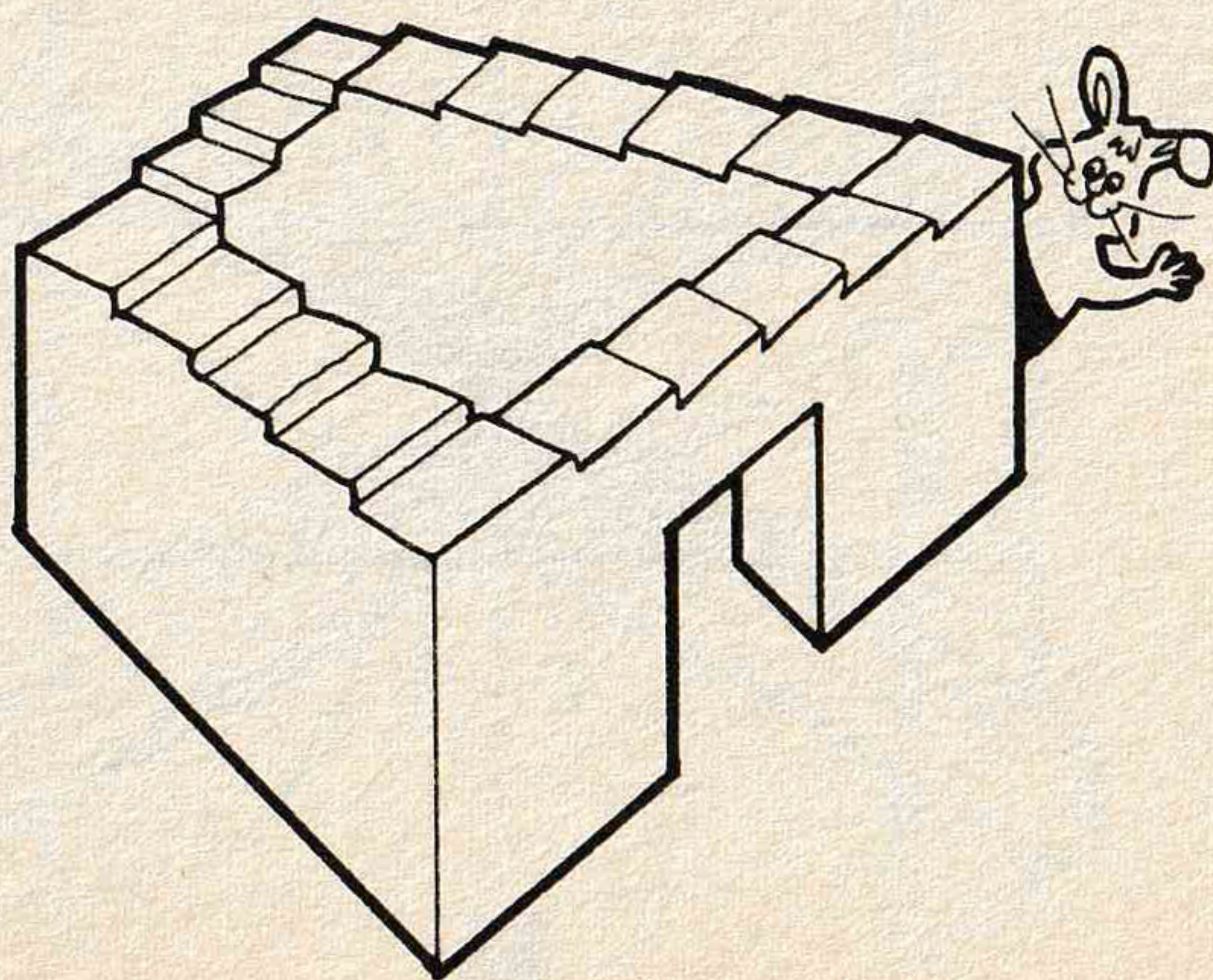


Which block is bigger?



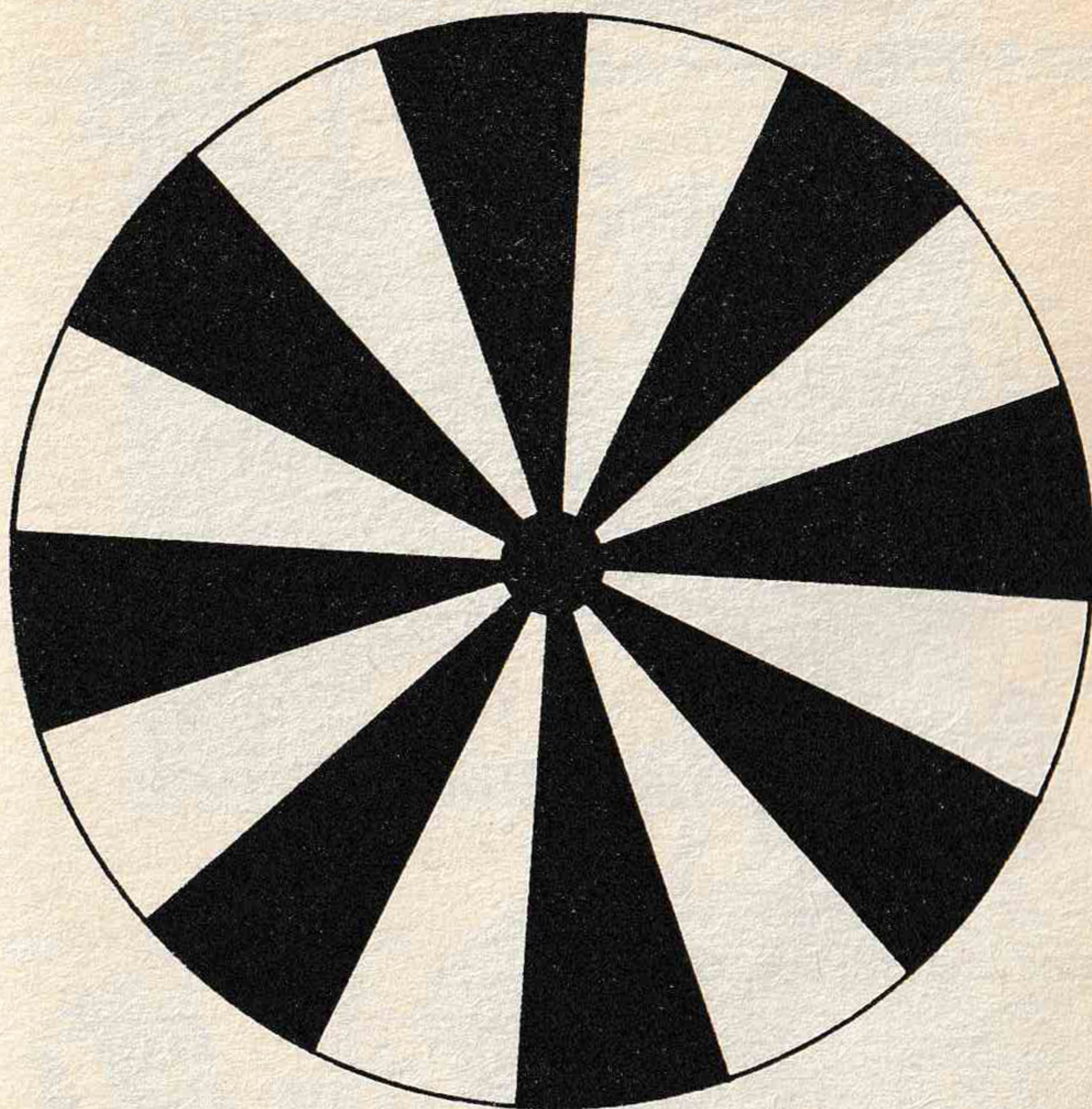
Where are the top of the stairs?

16



70

Look at the circle. Move the page round rapidly in a circular motion. What do you see?



17

Do you see the young girl? Or do you see an old lady?

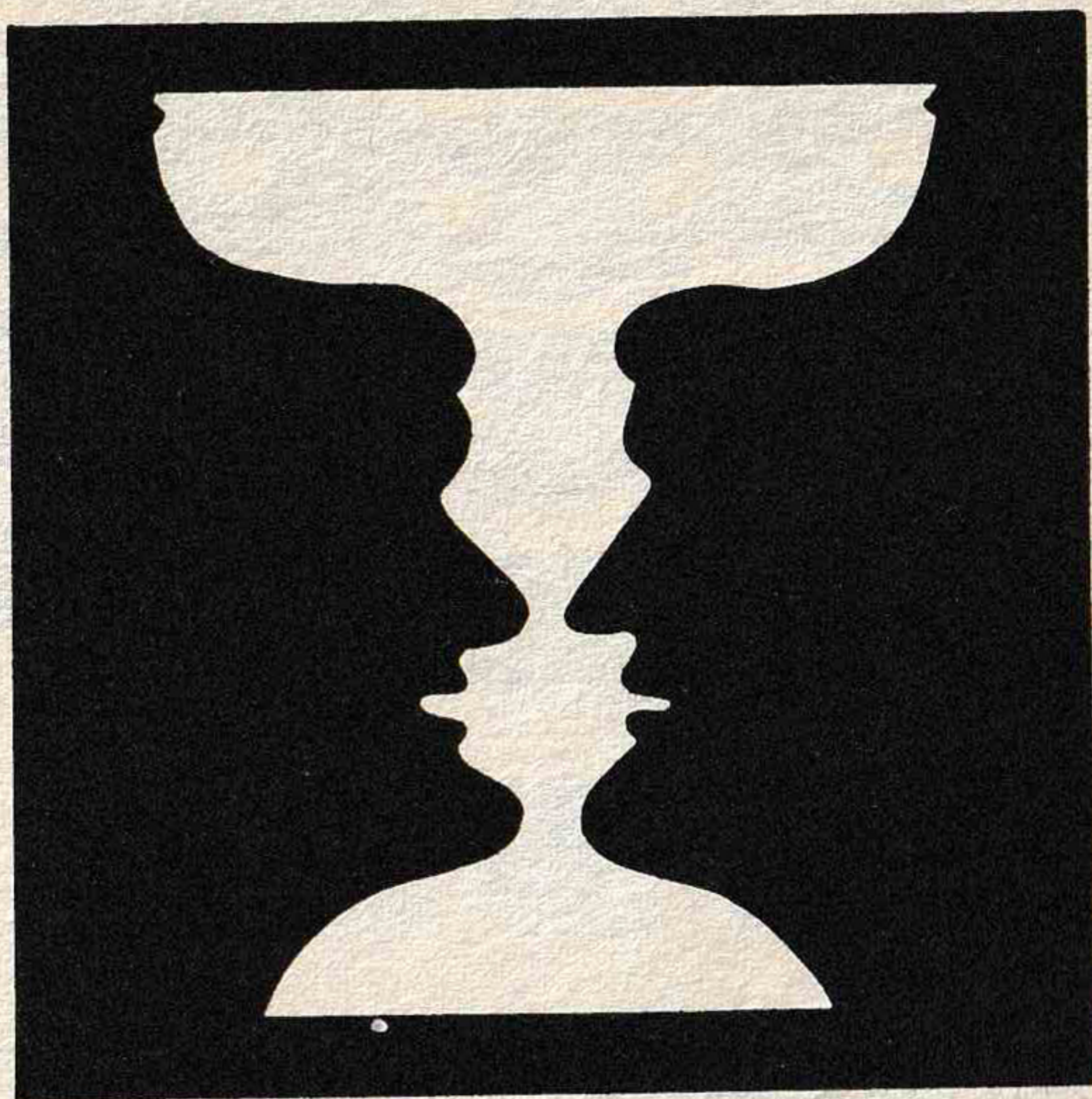


18



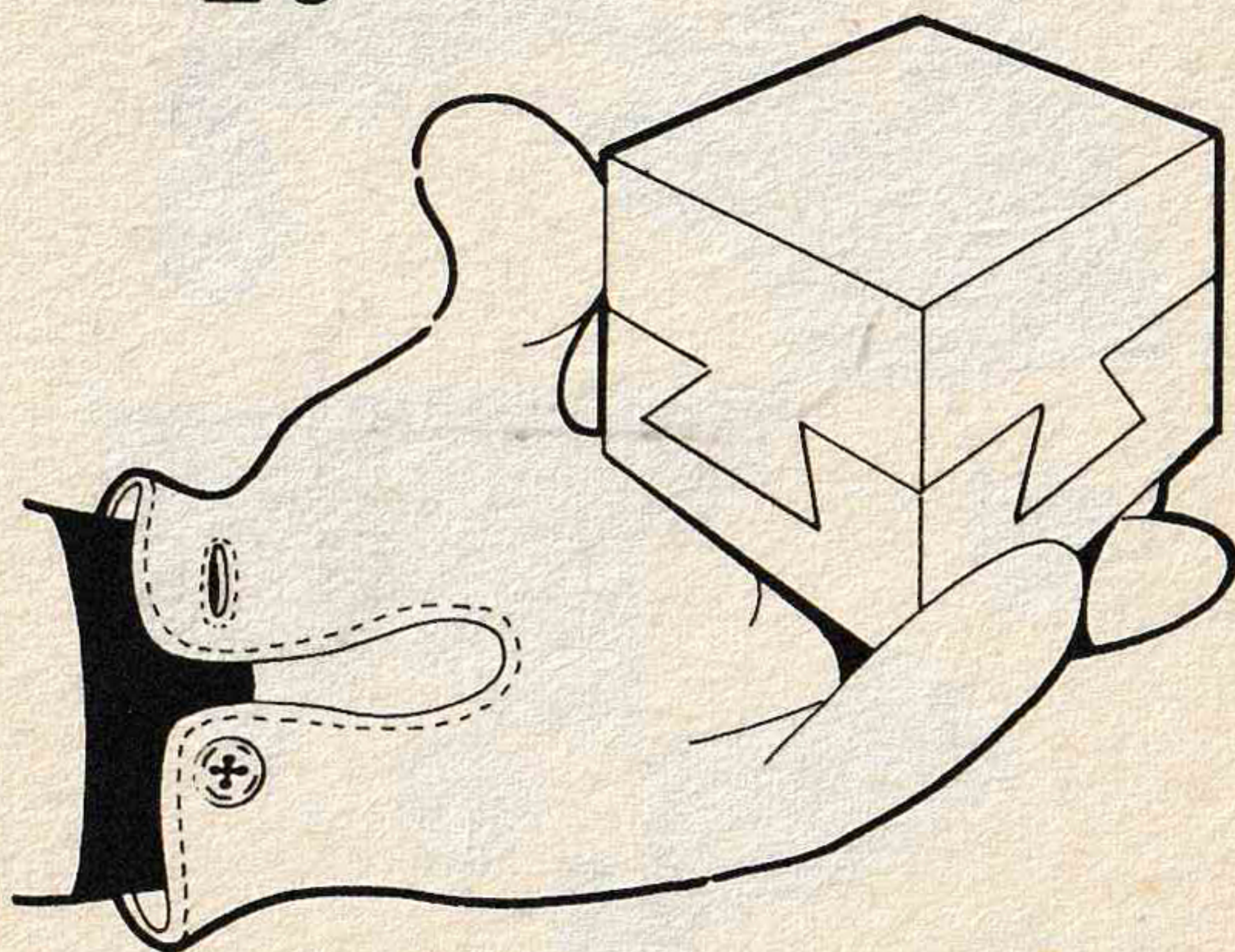
An elegant vase? Or nose to nose?

19



Could you take this cube apart?

20

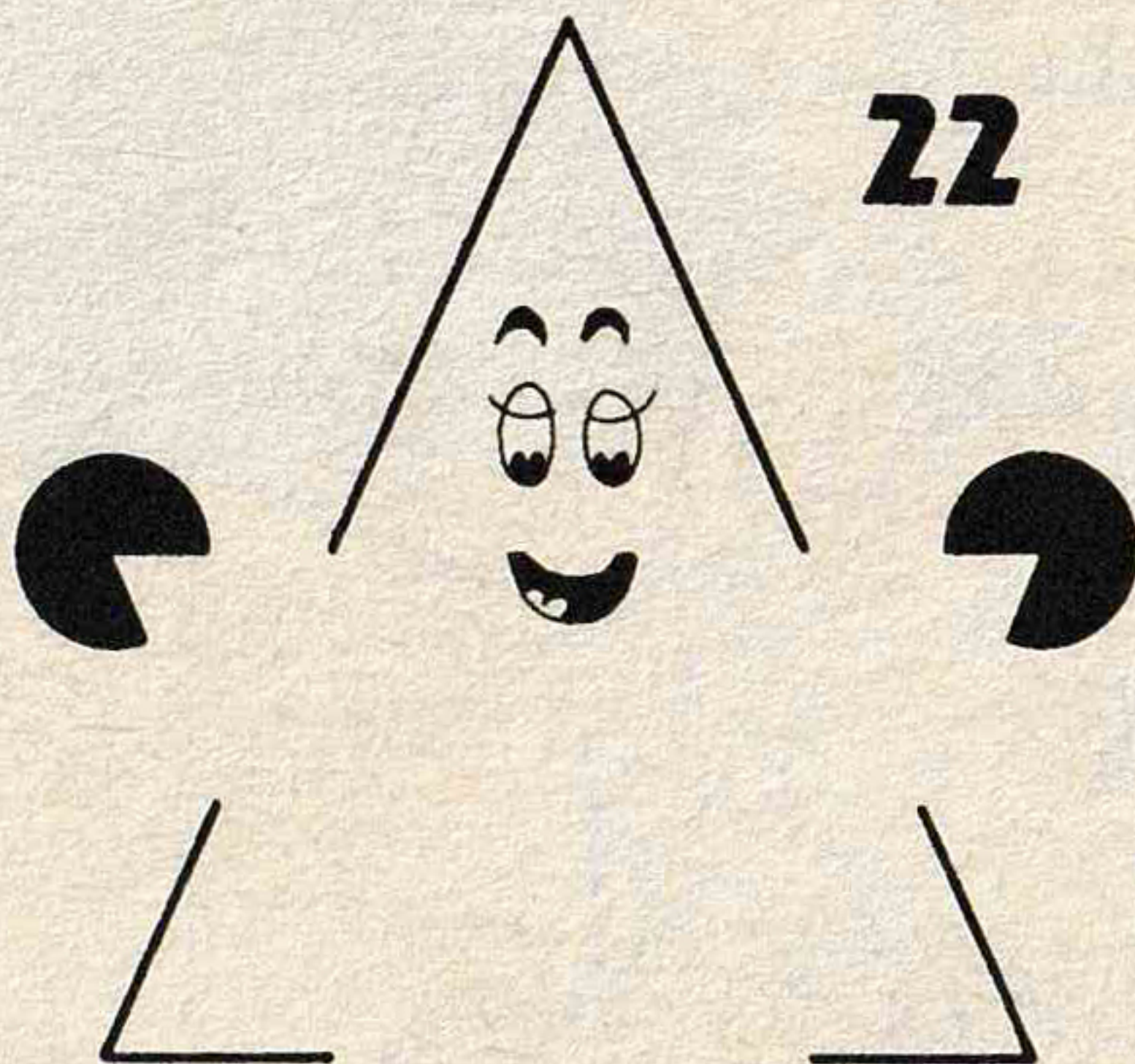


What do the stripes in the circles have in common?



21

Can you see the white triangle?



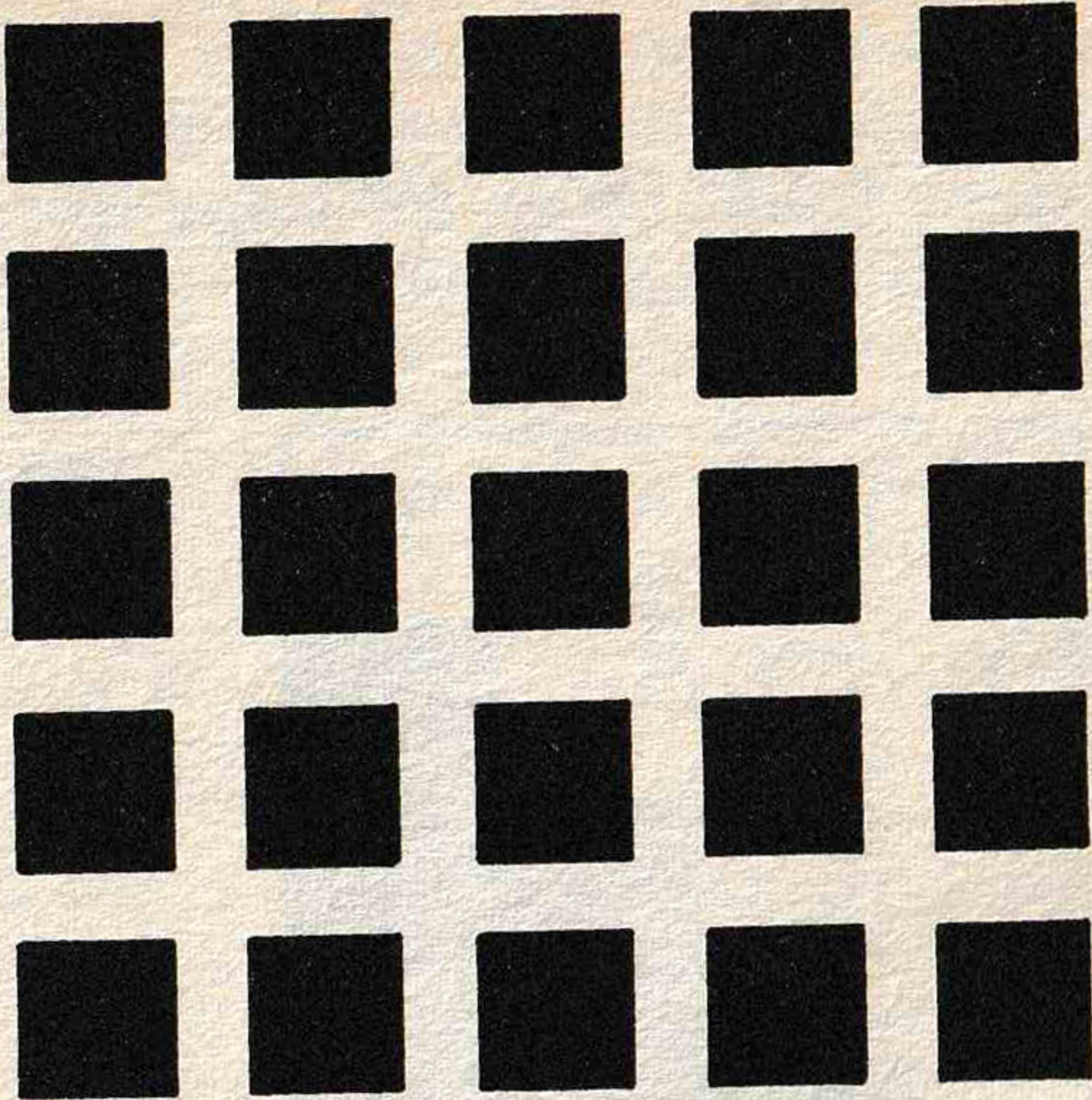
22



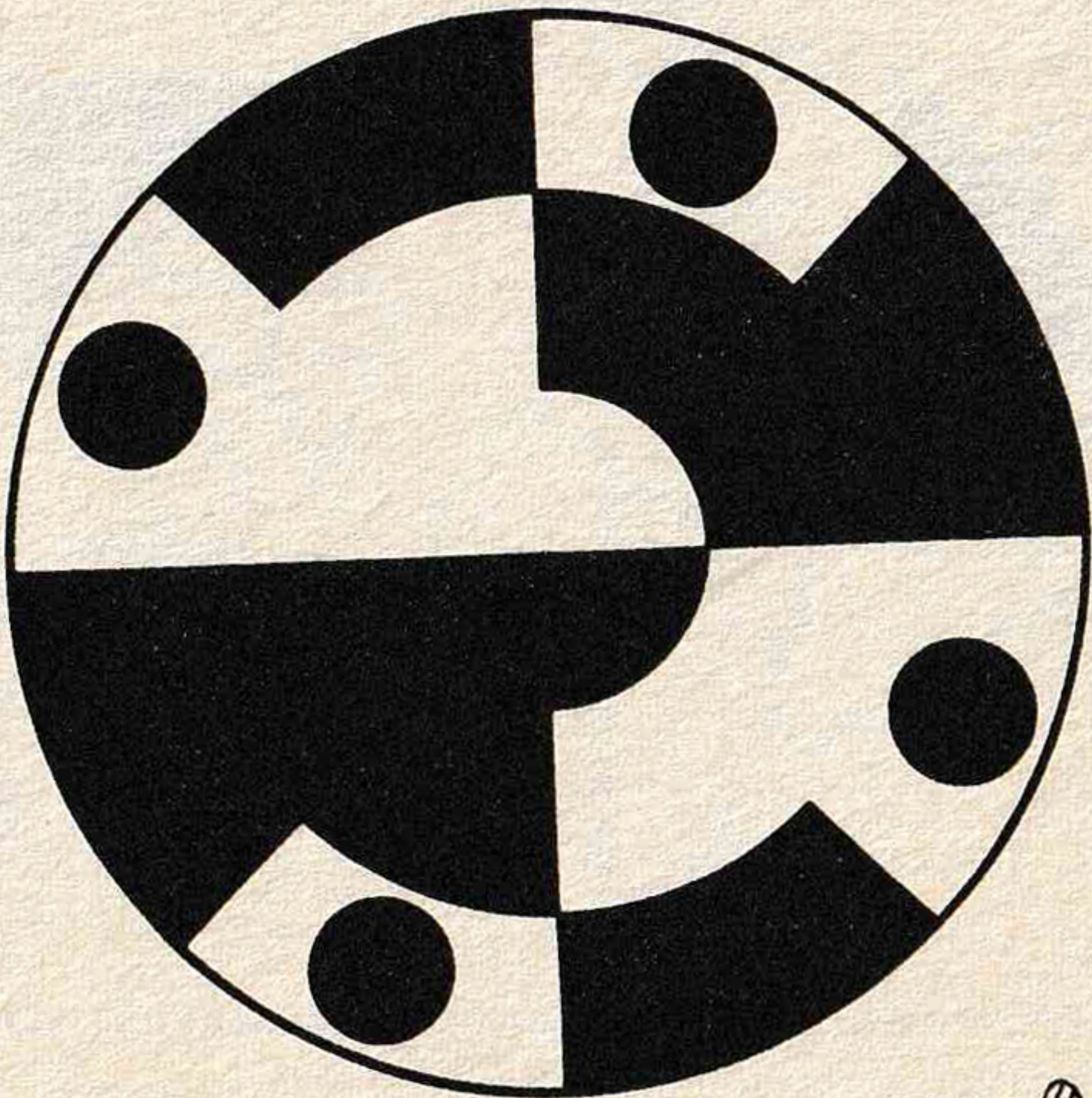
74

What can you see between the squares?

23

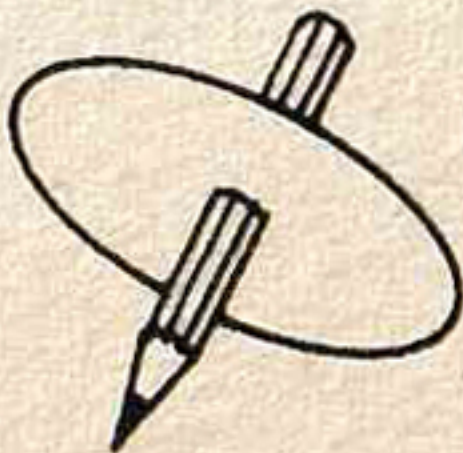


Make a disc of cardboard, like this, about 20 cm in diameter. Punch a small pencil through it and spin it like a top. What do you see?

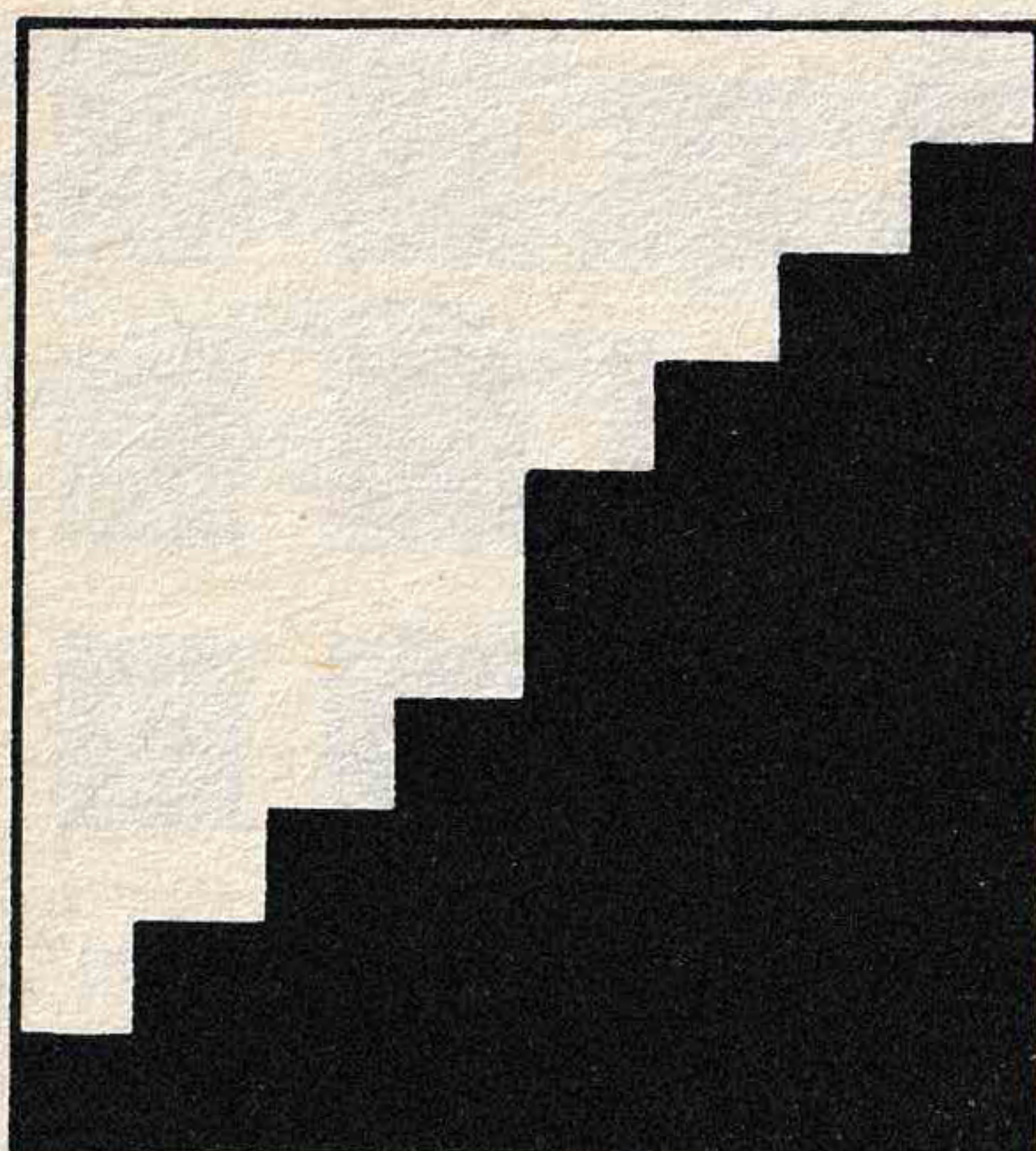


24

75

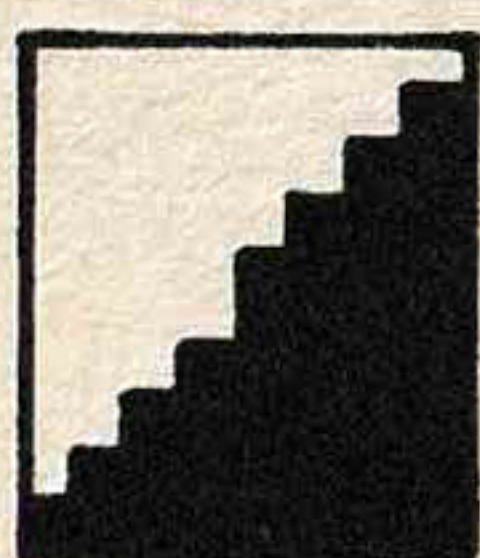


Trace this on to a piece of card. Cut the card square into two along the line of the steps. Put the two halves back together in a slightly different way and a hole appears in the middle (c). Where does the hole come from? Or go to? Copy this, make it, and try it. It's a puzzling paradox.



25

d



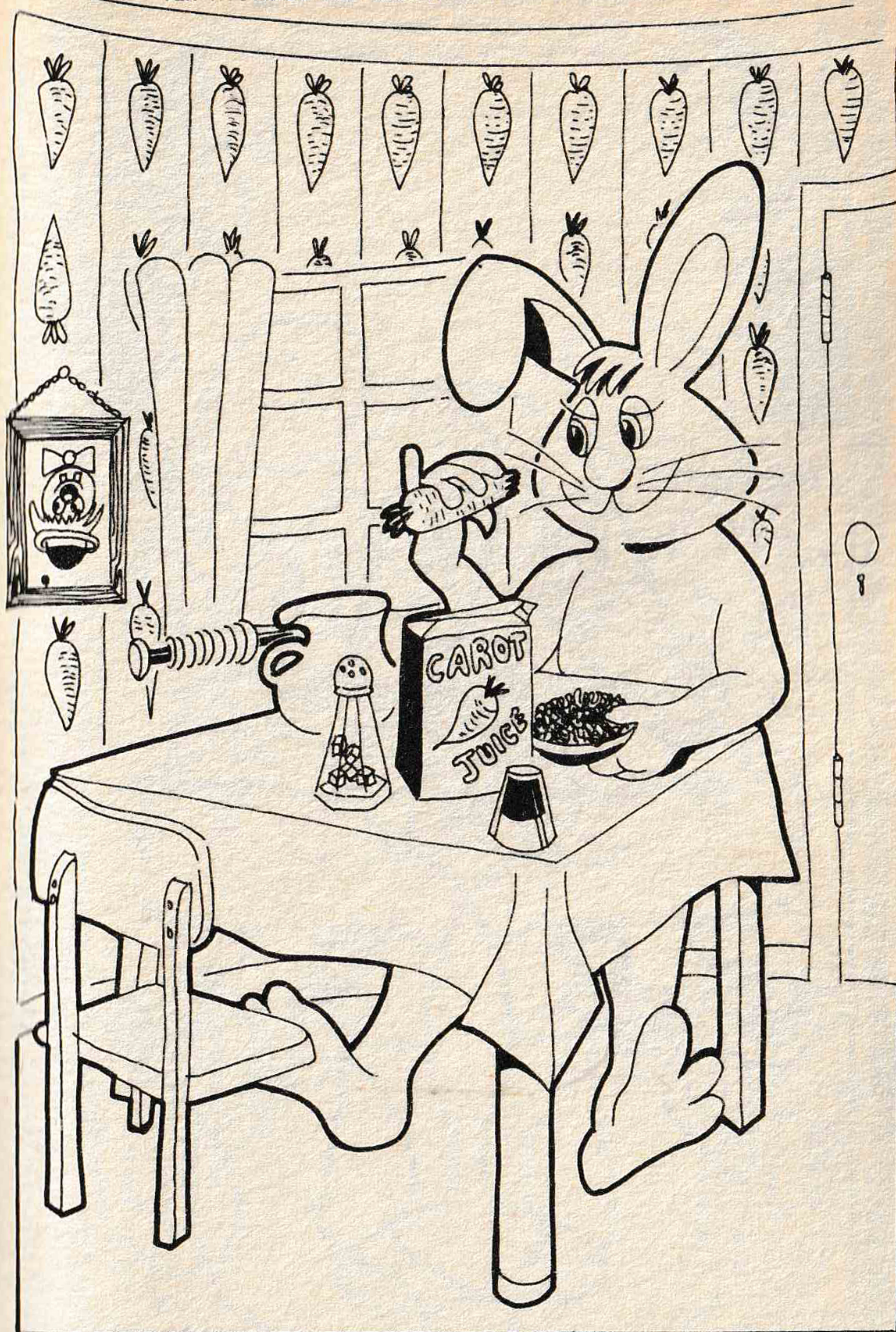
b



c

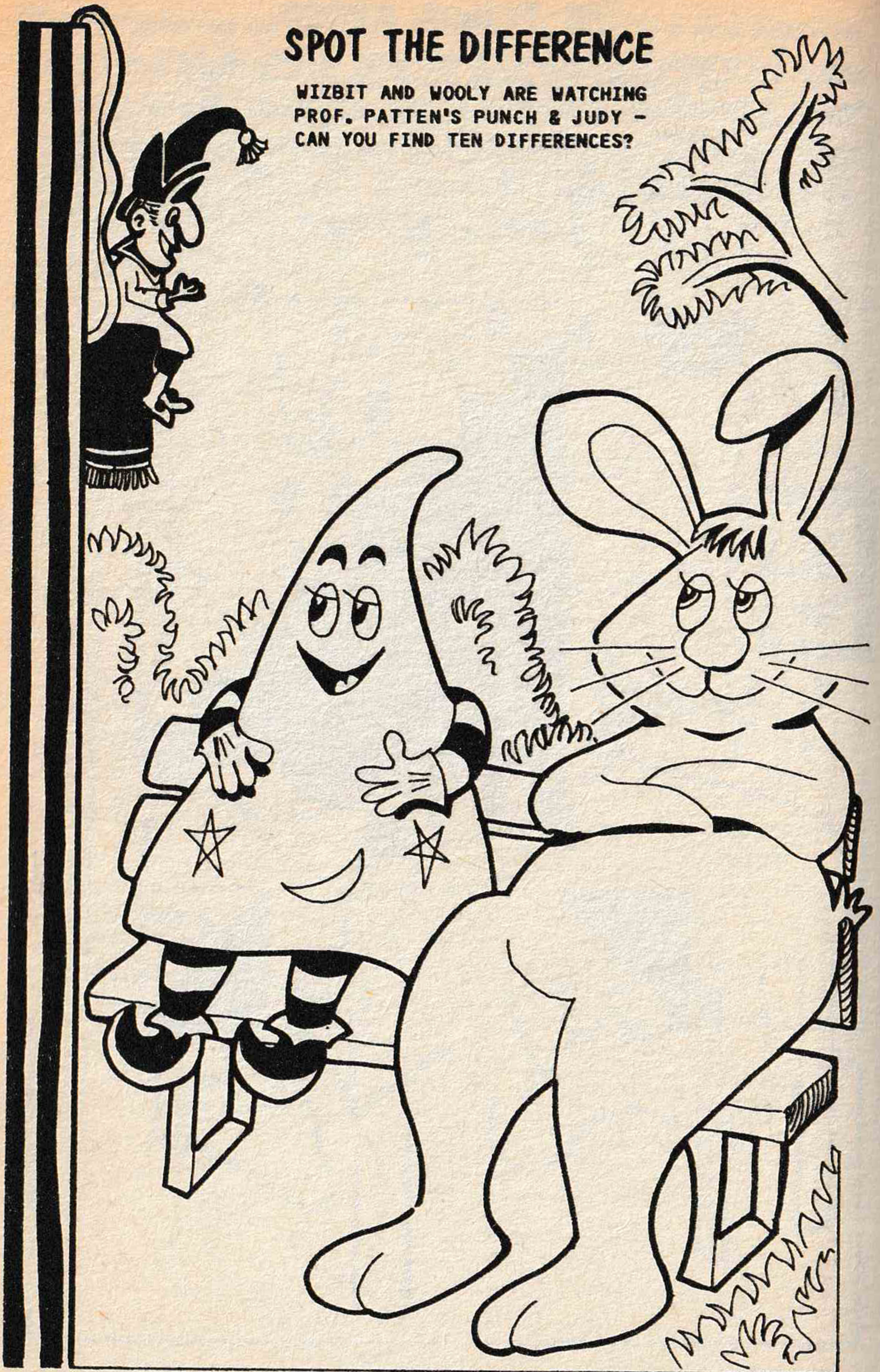
TEN THINGS WRONG

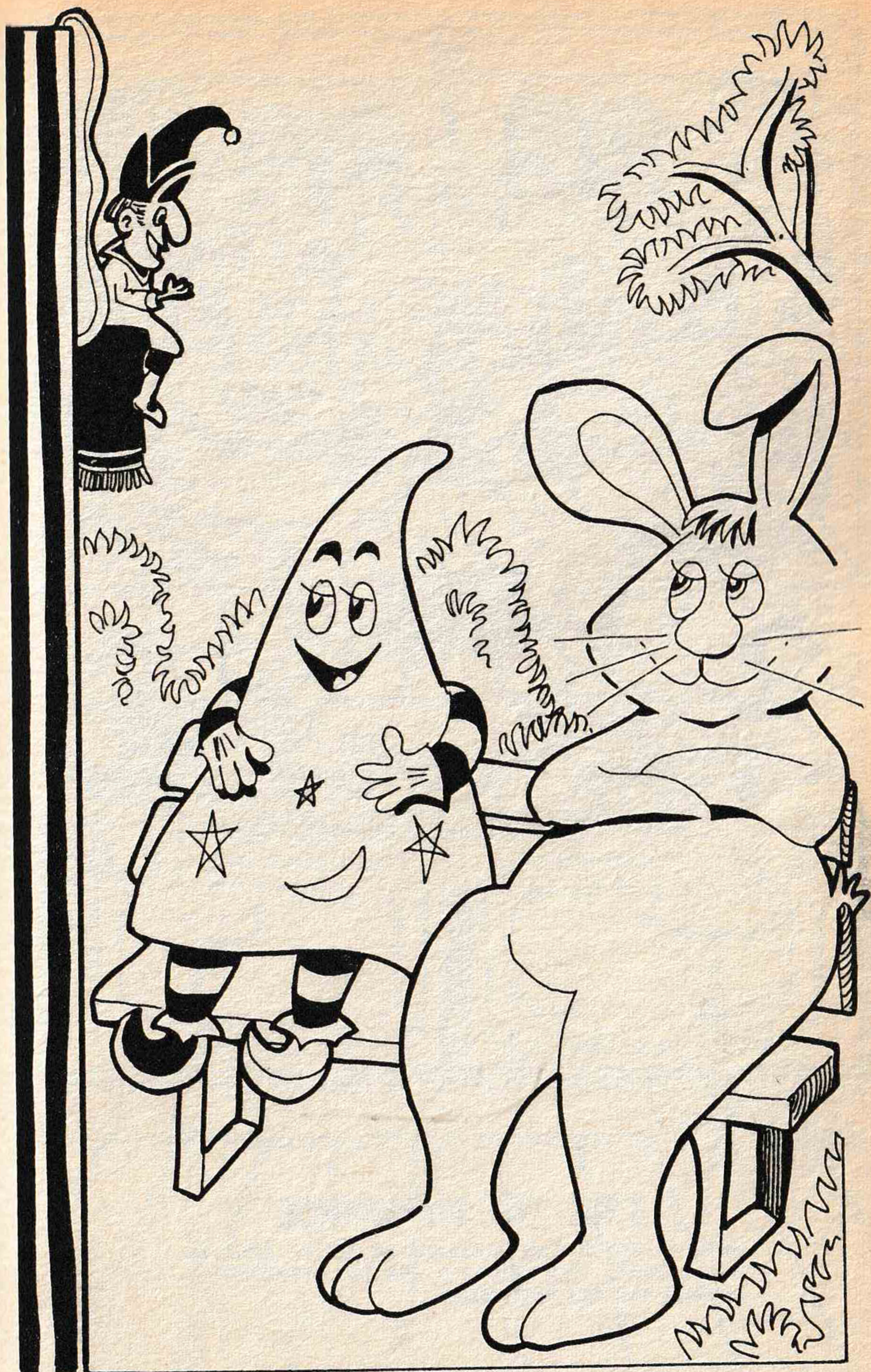
WOOLY IS ENJOYING HIS BREAKFAST UNAWARE OF THE
TEN MISTAKES ALL AROUND HIM - CAN YOU SPOT THEM?



SPOT THE DIFFERENCE

WIZBIT AND WOOLY ARE WATCHING
PROF. PATTEN'S PUNCH & JUDY -
CAN YOU FIND TEN DIFFERENCES?

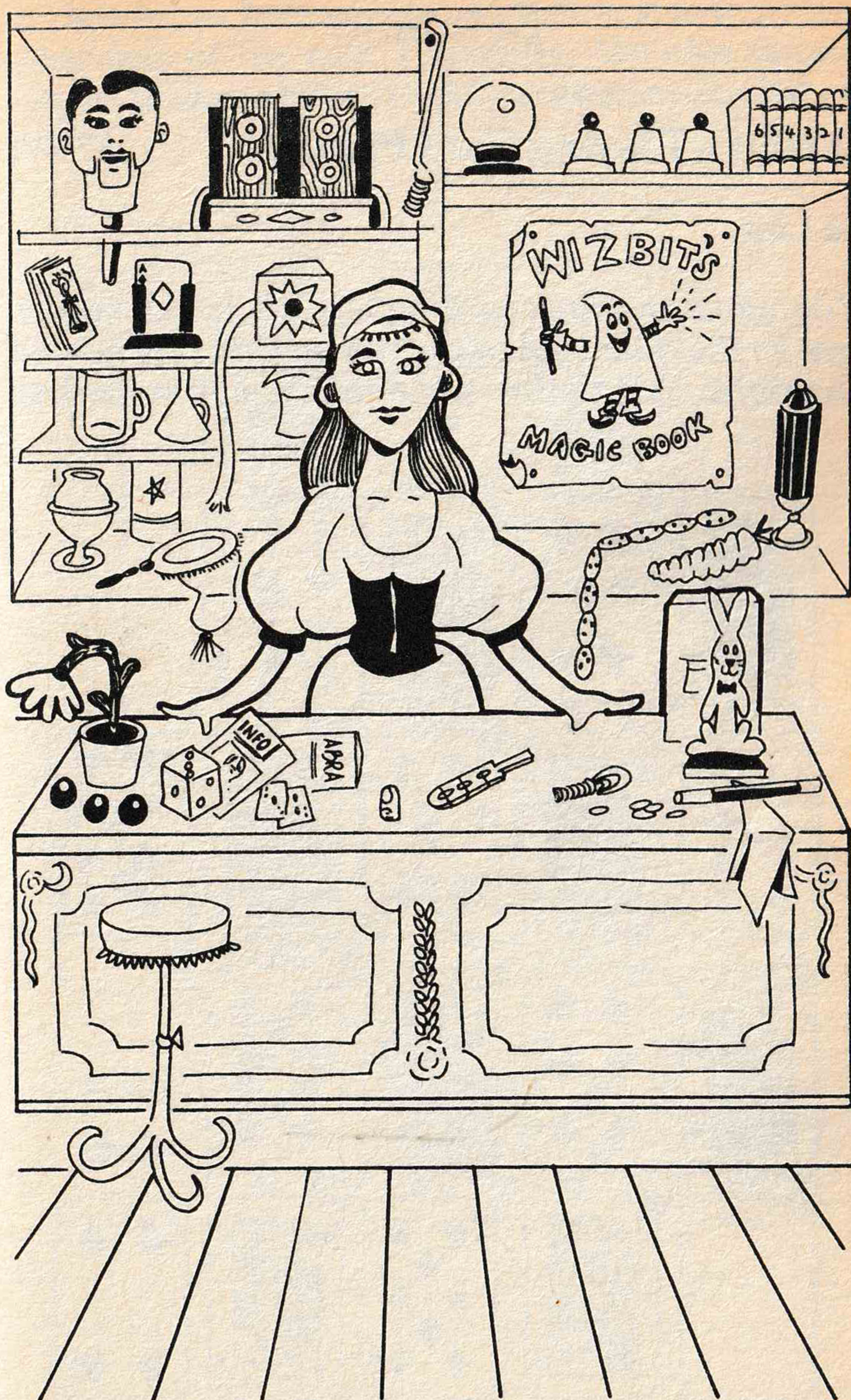






SPOT THE DIFFERENCE

HERE WE SEE MADAM MARTINKA IN HER CELEBRATED
MAGIC SHOP. CAN YOU SPOT THE TEN DIFFERENCES
BETWEEN THE TWO PICTURES?

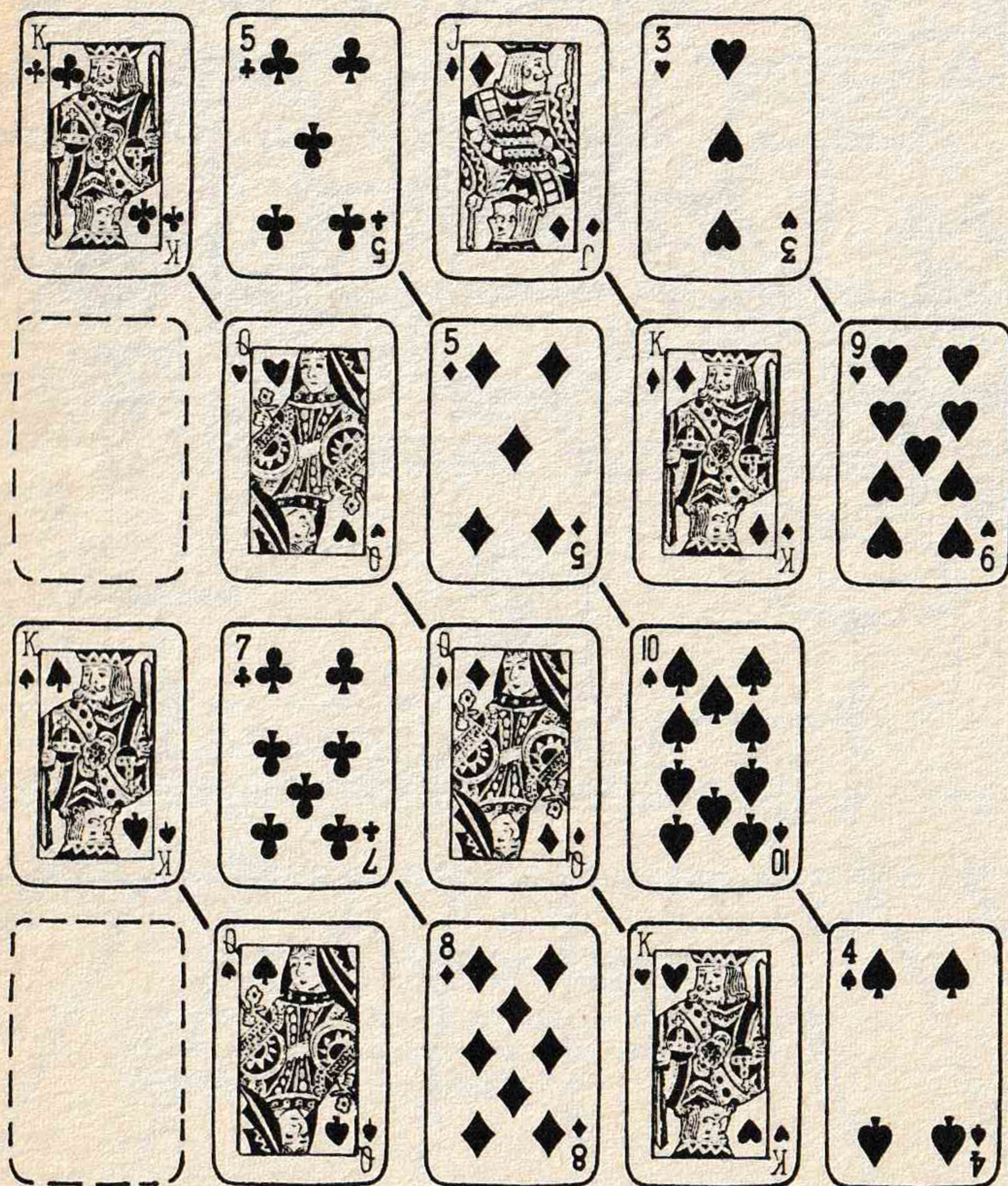


Solutions

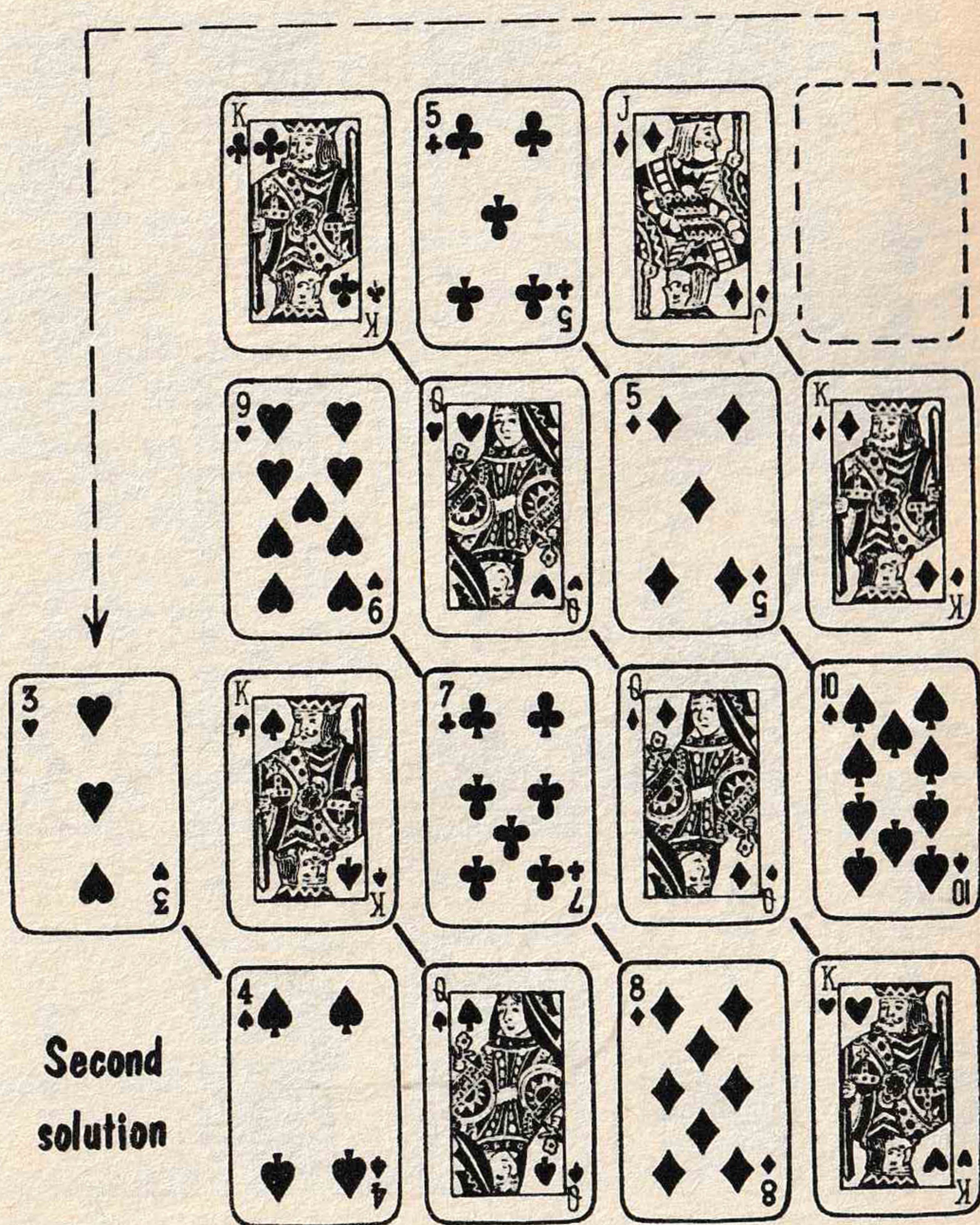
Wizbit's Playing Card Puzzles

In Line

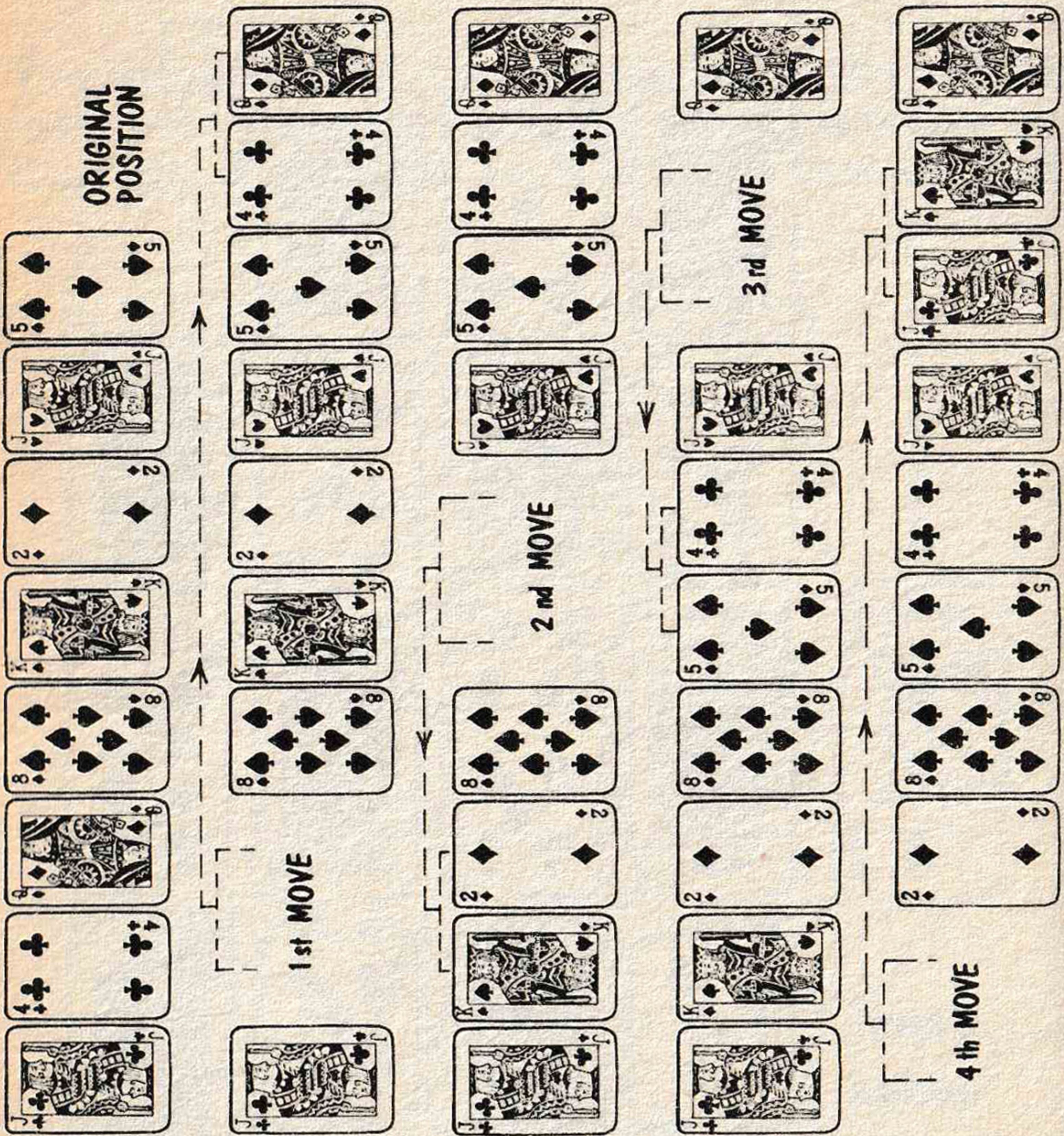
You move the first card on the left in the second row to the other end of the row so that it is now on the right. You do the same with the first card on



the left in the bottom row, so that it is now on the other end of the row. Hopefully, the clue tipped you off to the solution that the rows are slanted or angled.

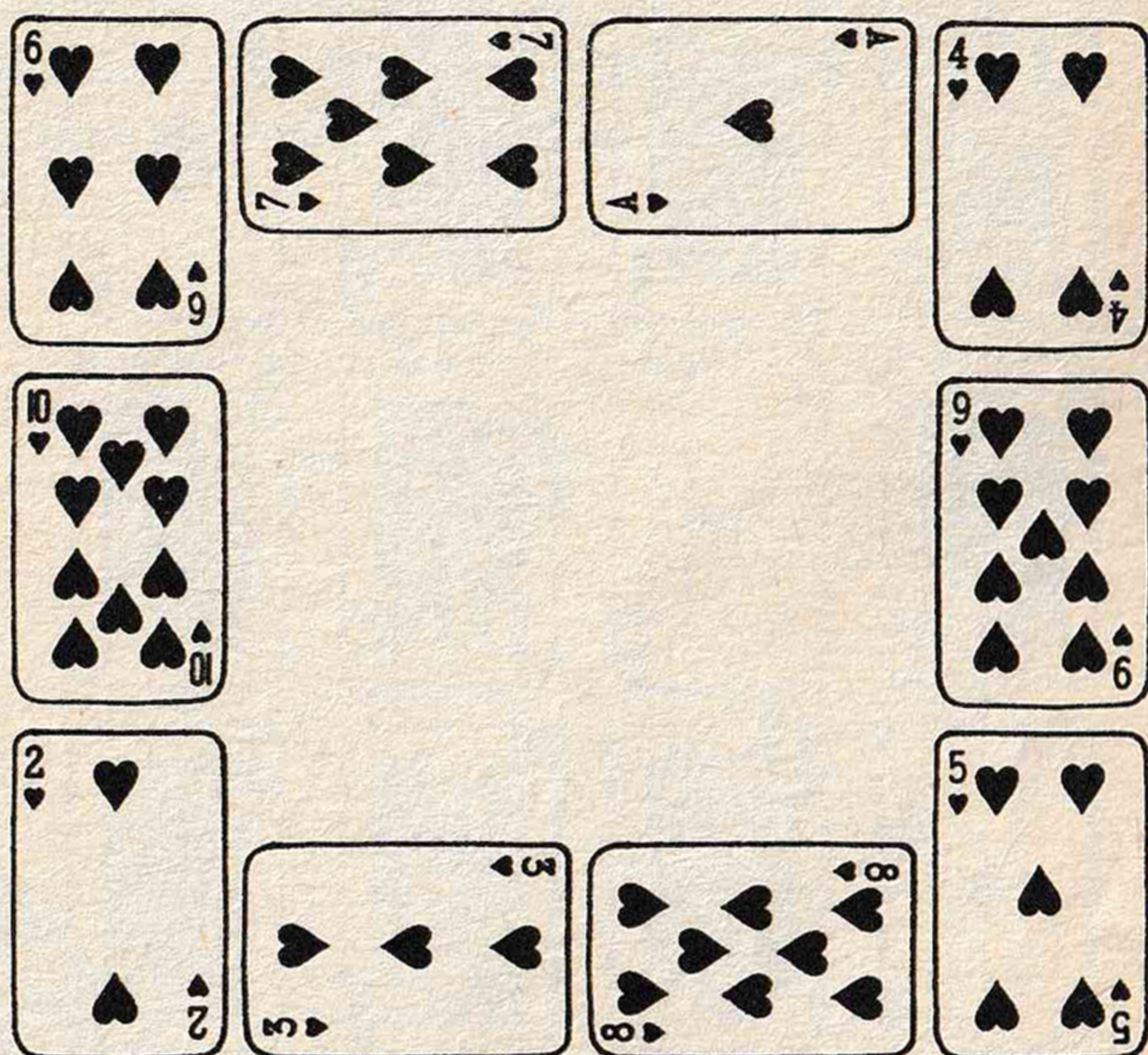


Sort Out



Eighteen Each Way

This is the way to lay out the cards to achieve a total of eighteen each way, across or down.



High Card Puzzle

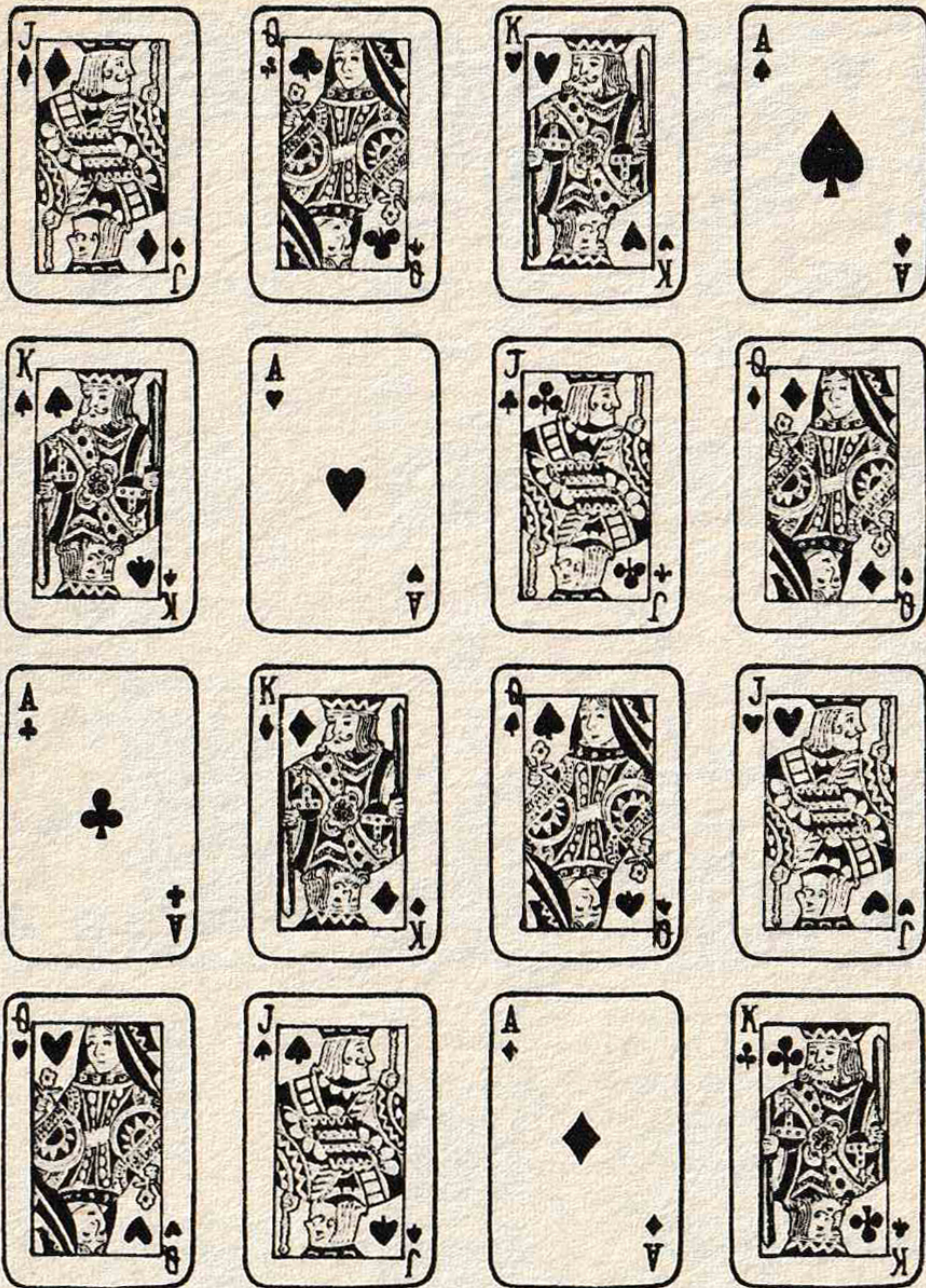
The solution is to arrange the cards in the following order:

1st row: Jack of Diamonds, Queen of Clubs, King of Hearts, Ace of Spades.

2nd row: King of Spades, Ace of Hearts, Jack of Clubs, Queen of Diamonds.

3rd row: Ace of Clubs, King of Diamonds, Queen of Spades, Jack of Hearts.

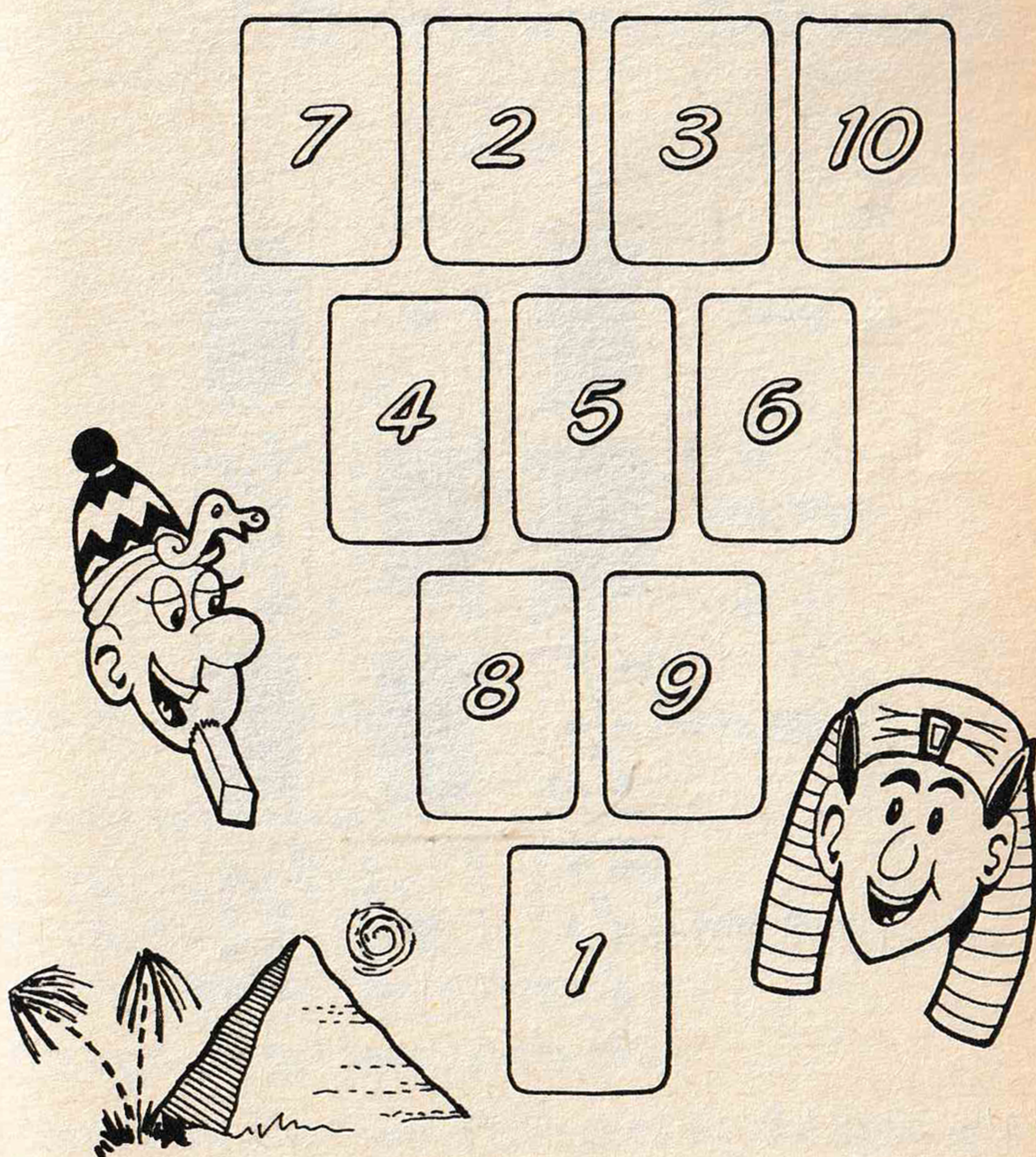
4th row: Queen of Hearts, Jack of Spades, Ace of Diamonds, King of Clubs.



Upside Down Pyramid

This is a really neat solution; one of those that as soon as they are explained or demonstrated usually gets an 'Of course, it's the only way,' type of response.

All you do is give the cards numbers from top to bottom beginning with one as the top card ending with ten as the bottom right hand card, at the base of the Pyramid. Move the card at number one, the top of the Pyramid, to a point below and midway between cards eight and nine. Then it should be apparent that by moving card number seven next to card number two and card ten next to card three you have solved the puzzle.

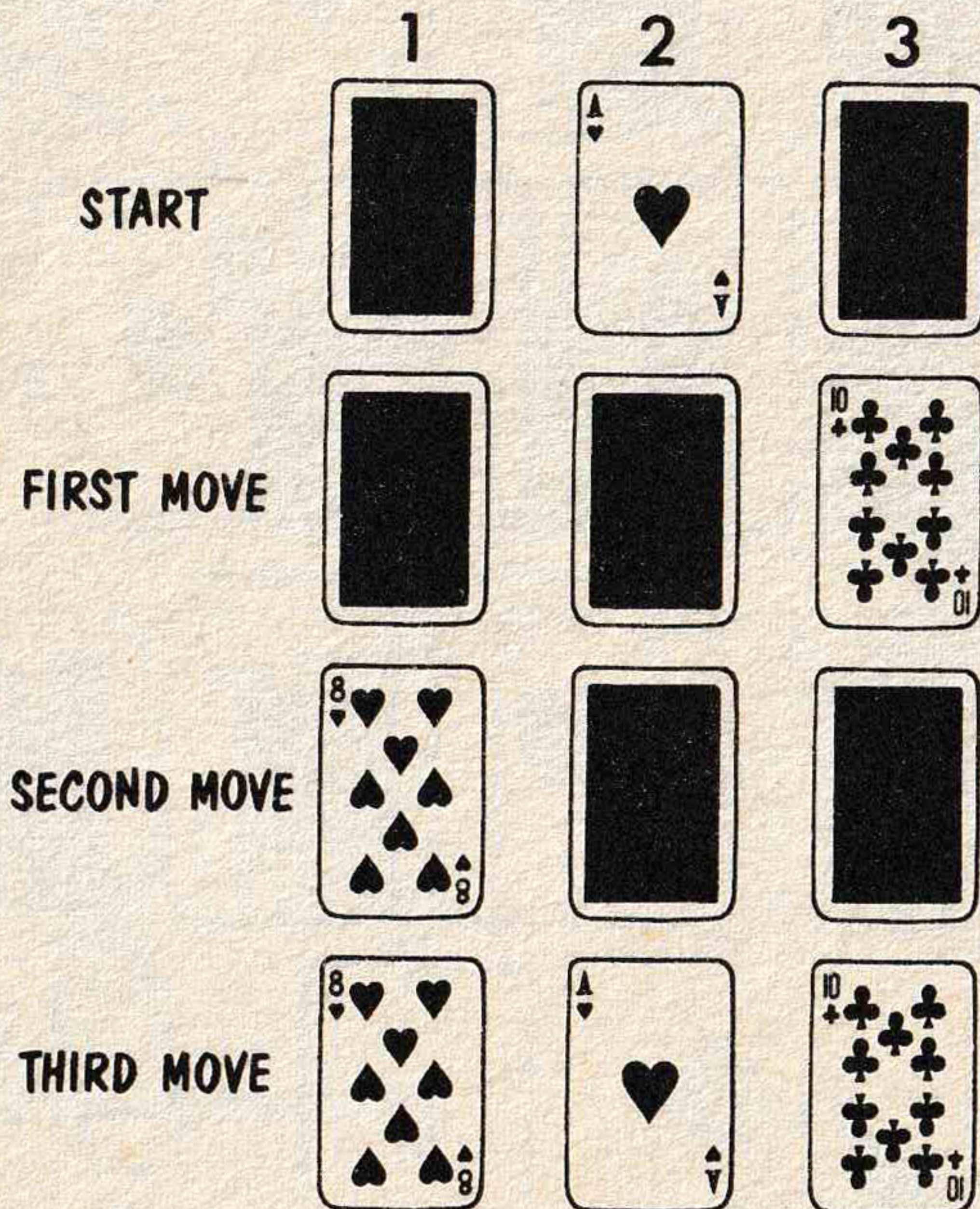


One Up All Up

Make the three moves as follows. You will be turning cards face up and face down as you go.

- 1) First move: turn over cards two and three.
Second move: turn over cards one and three.
Third move: turn over cards two and three.
- 2) First move: turn over cards one and three.
Second move: turn over cards one and three.
Third move: turn over cards one and three.

All three cards will now be face up.

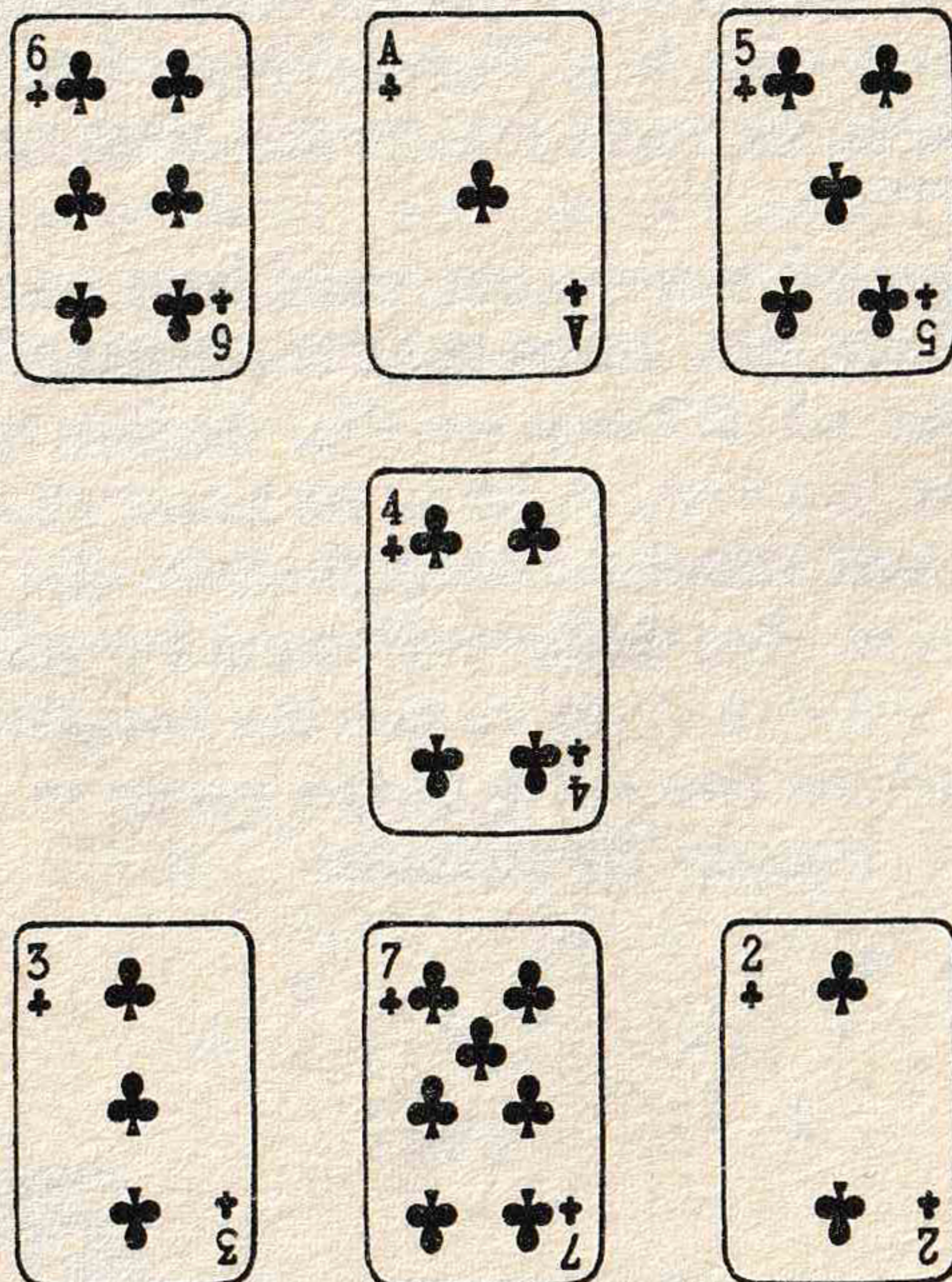


The Z Puzzle

Top row: Six, Ace, Five.

Second row: Four.

Bottom row: Three, Seven, Two.



The Brain Twiddler

The three cards are:

1. The Two of Clubs.
2. The Three of Clubs.
3. The Three of Diamonds.

The logic of the deduction is this:

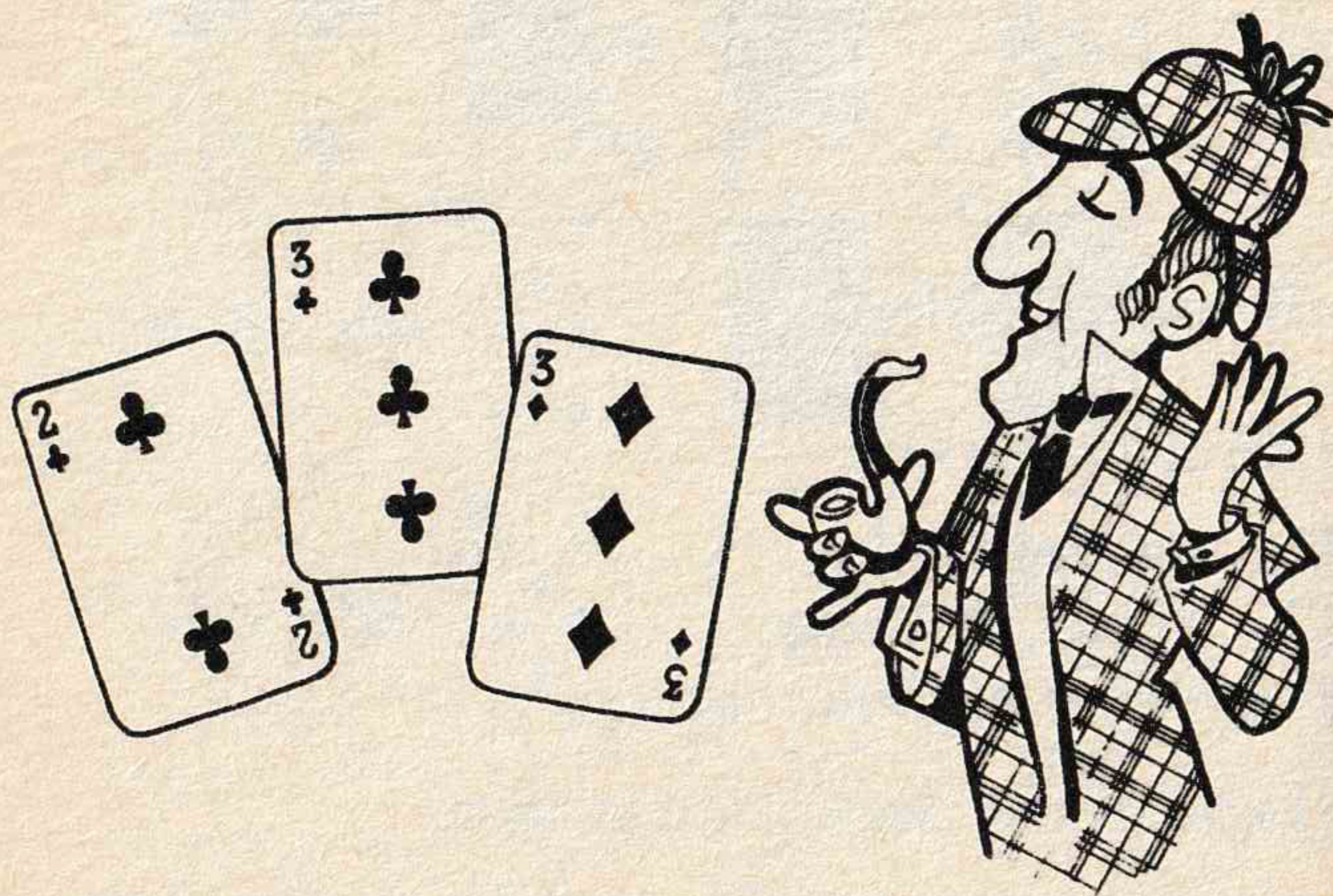
There is at least one Three just to the right of a Two.

Logically, it follows that either card number two or card number three is a Three, as they are the only cards to the right of another card.

There is at least one Three just to the left of a Three.

Logically, it follows that either card number one or card number two is a Three. Since card number two has been identified both times as a Three, it must be a Three.

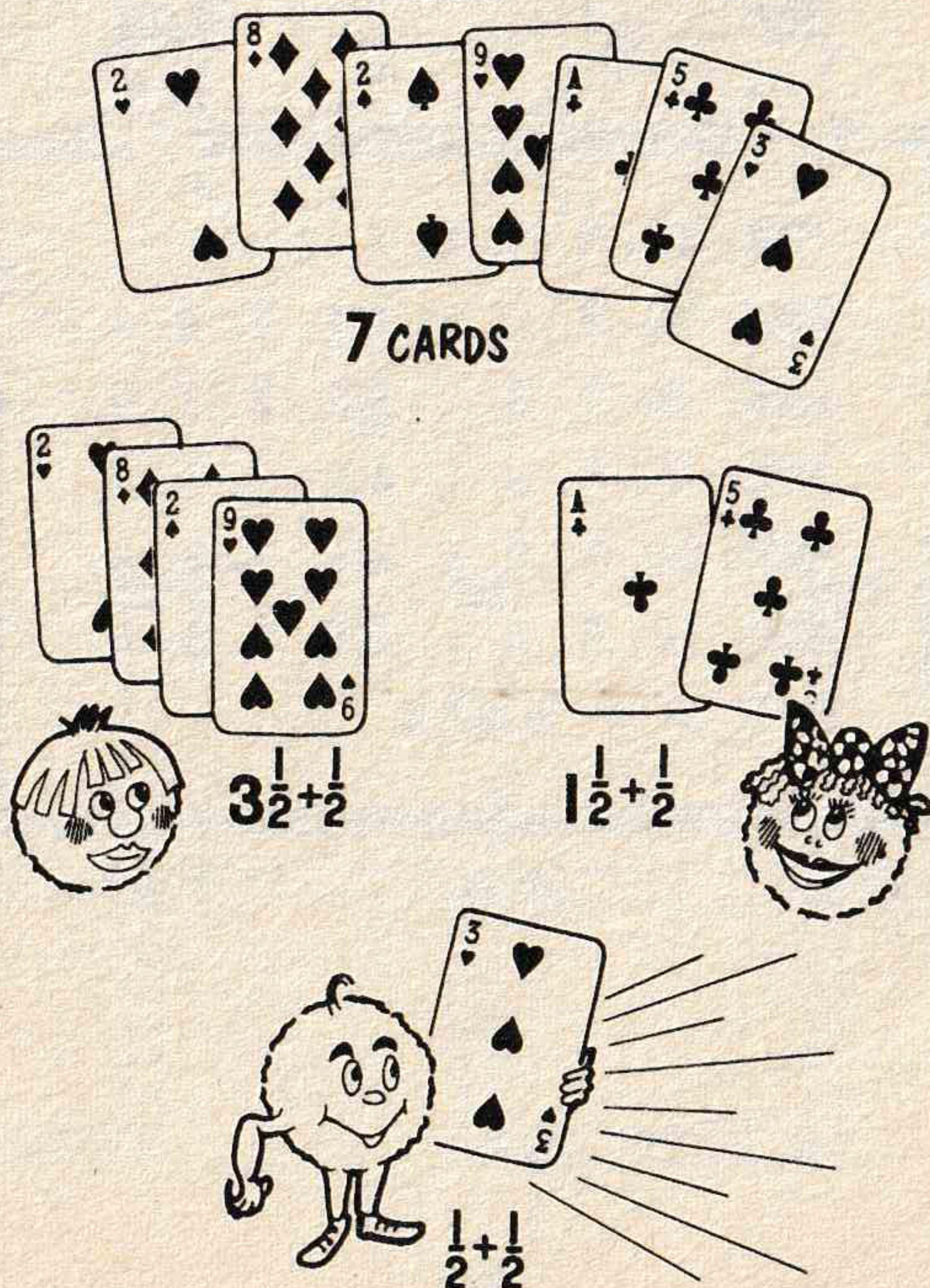
Now that we know that card number two is a Three, and we also know that there is a Three just to the right of a Two, we can deduce that card number one is a Two. And as we know that there is a Three (card number two) just to the left of a Three, we can also deduce that card number three is a Three. Now, as you've got the hang of all that, you can deduce the suits of the cards in the same logical way. Happy Twiddling.



Wooly's Puzzle

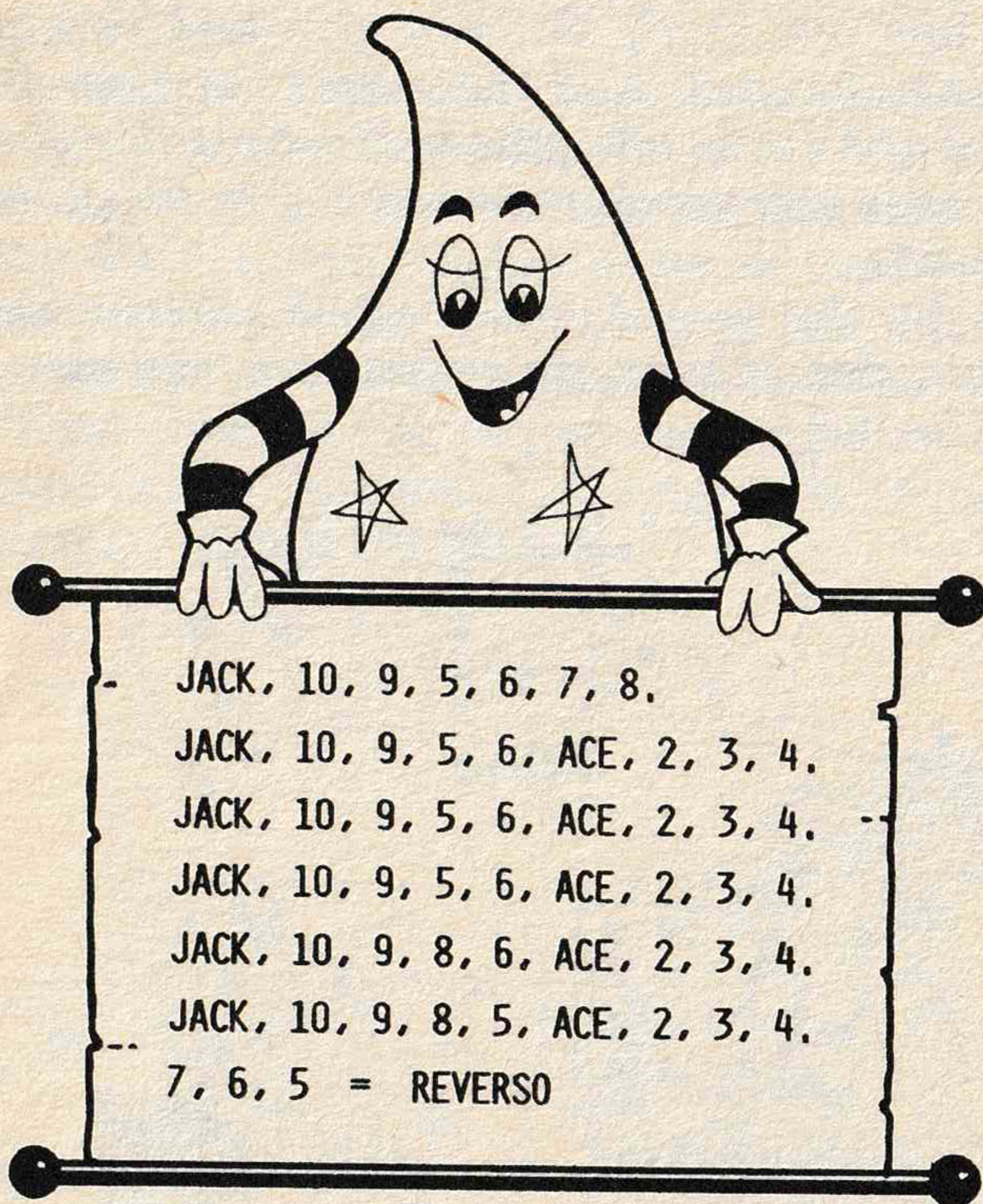
Start with seven cards. You give the red Spongeball half the cards, that is three and a half cards, plus half a card (for the two half cards you give him one card). So, you give him four cards, keeping three cards in your hand. You give the green Spongeball half the cards you have left, that is one and a half cards, plus half a card (for the two half cards you give him one card). So, you give him two cards, keeping one card. And the yellow Spongeball gets half of the cards left plus half a card (for the two half cards you give him one card). So, you give him one card.

Oh, by the way, if you do see Wooly the Rabbit, explain this to him. He would love to understand what he did.



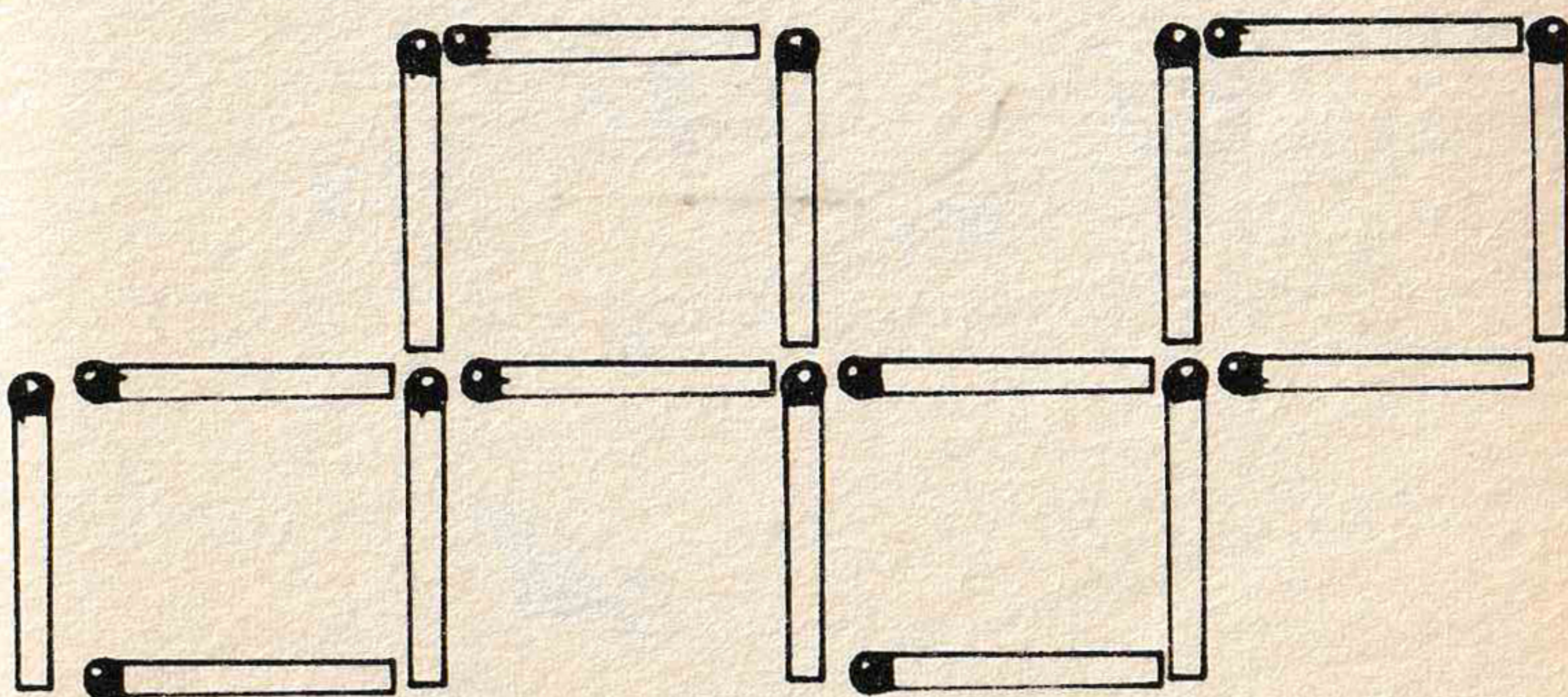
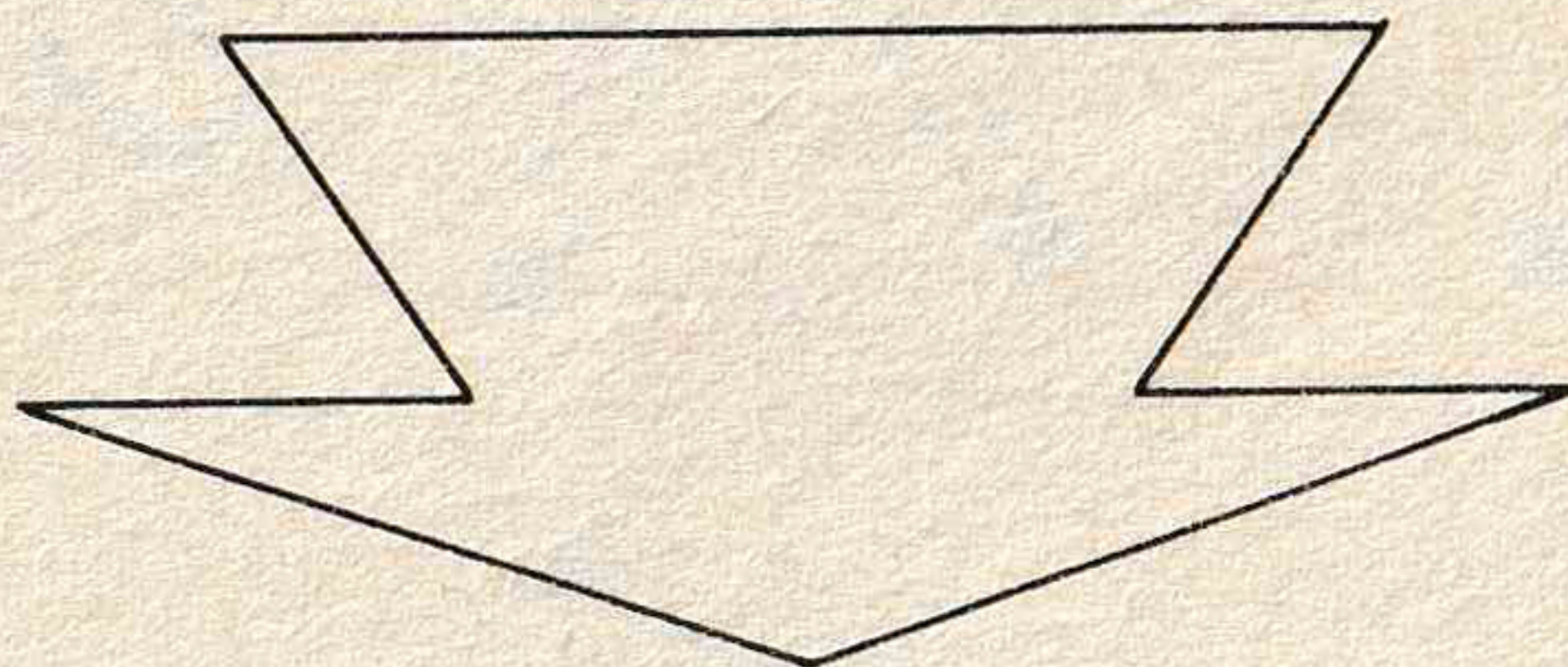
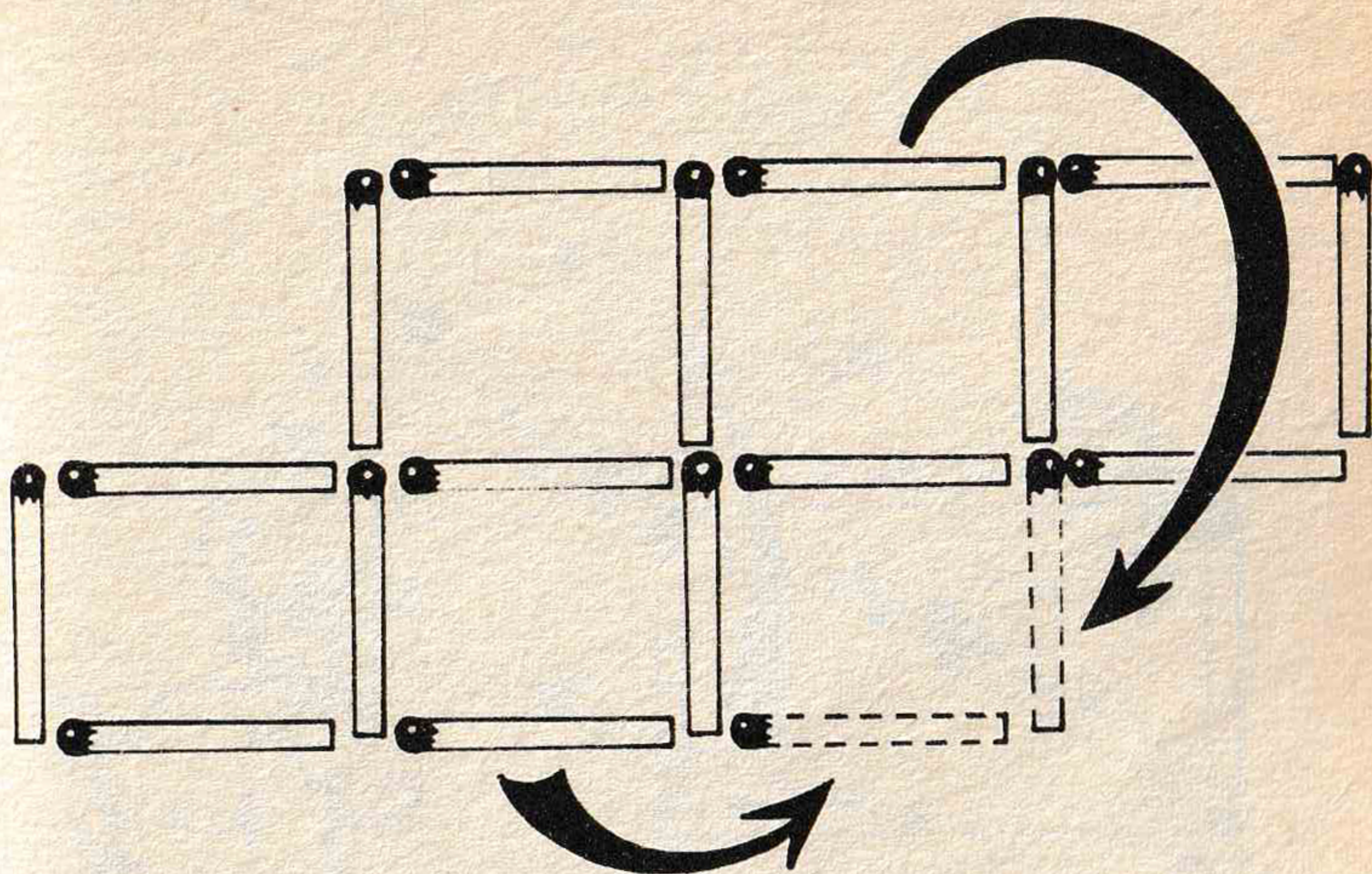
Reverso

To achieve Reverso, the following sequence of moves are made. Do it with the cards on the table and as you slide them around you'll see the wonderful logic of the moves. Each card is moved into the empty space next to it as you go, so you are continually changing the positions of the cards.



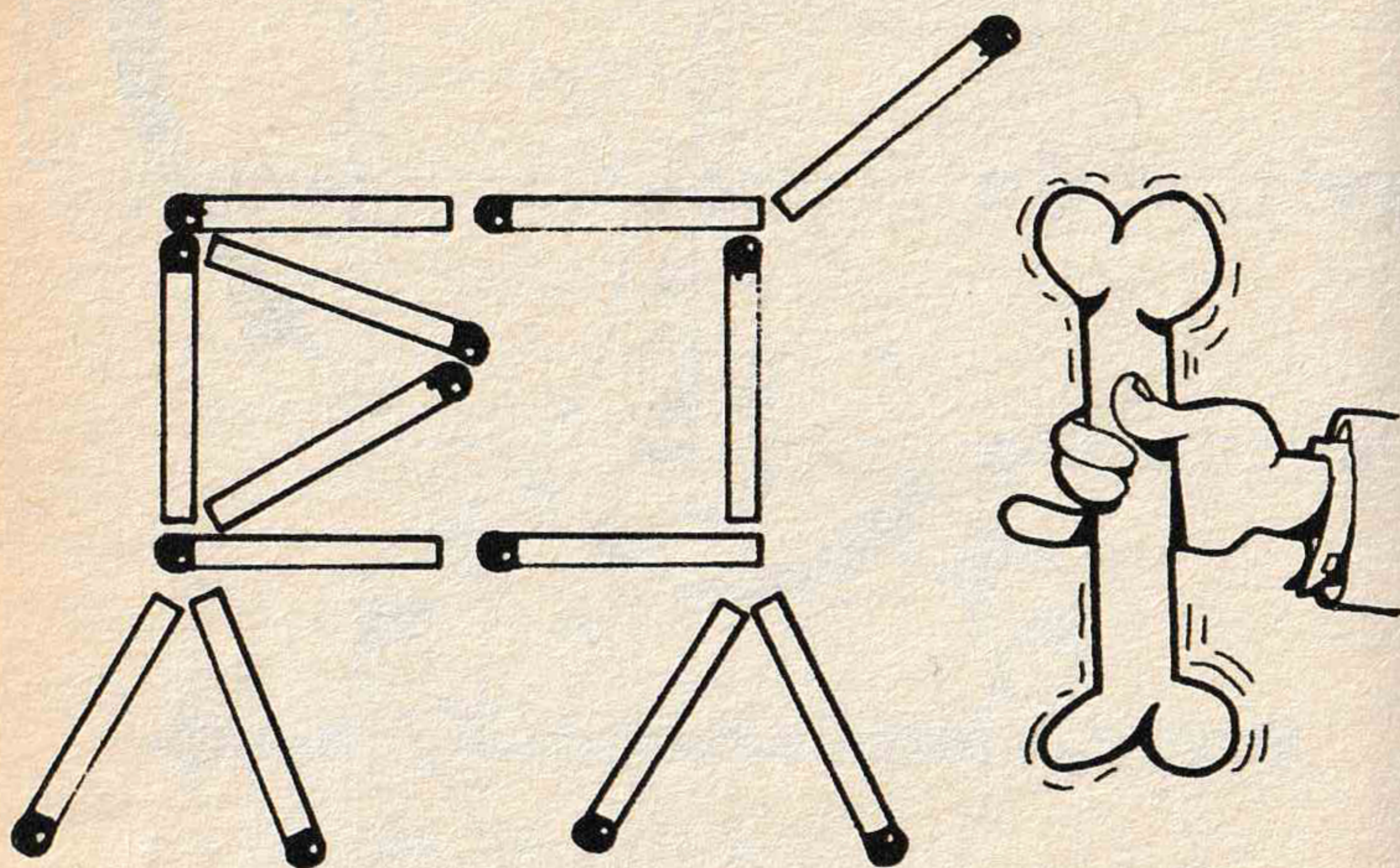
Wizbit Puzzle Matches

Squareless



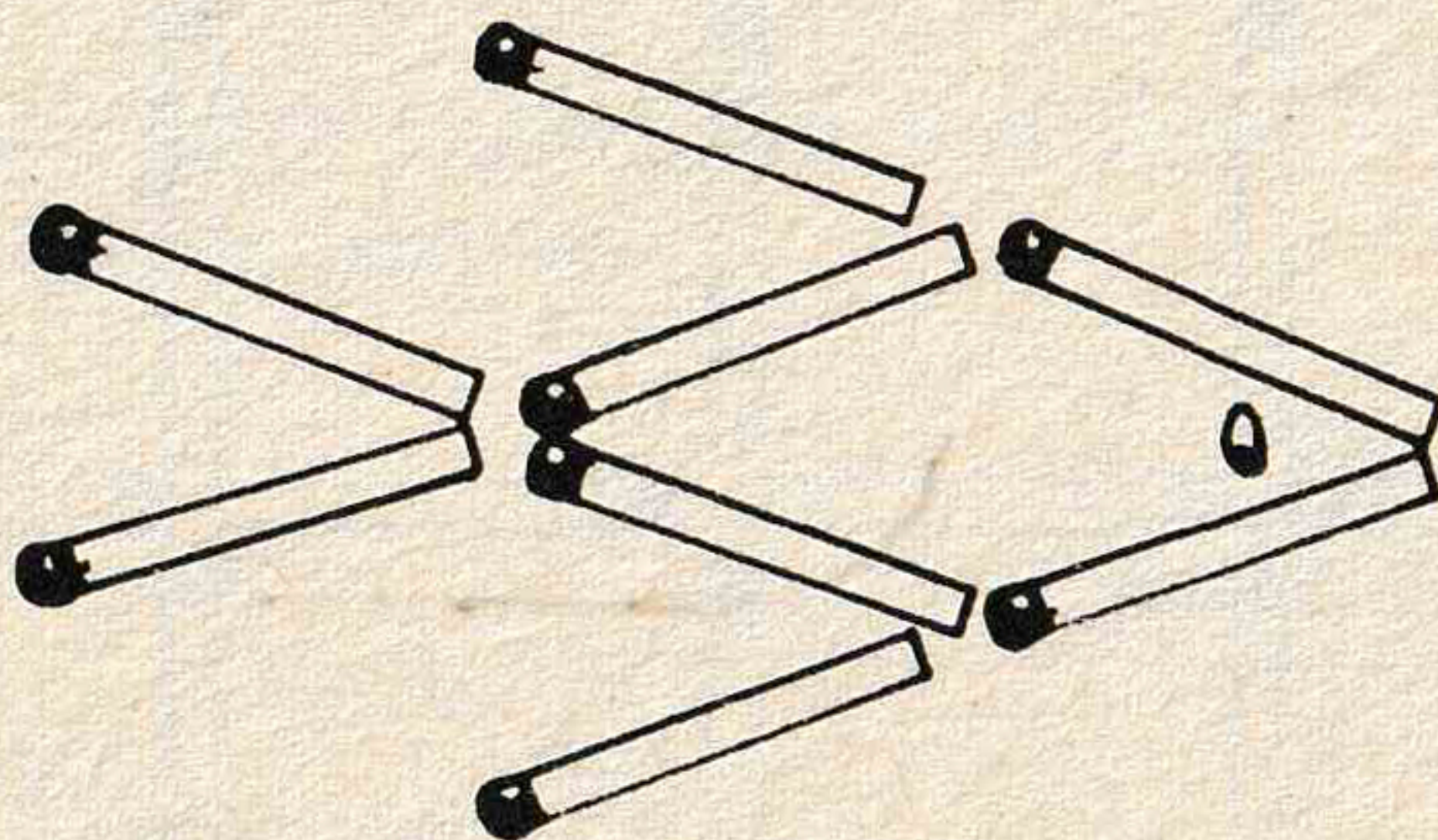
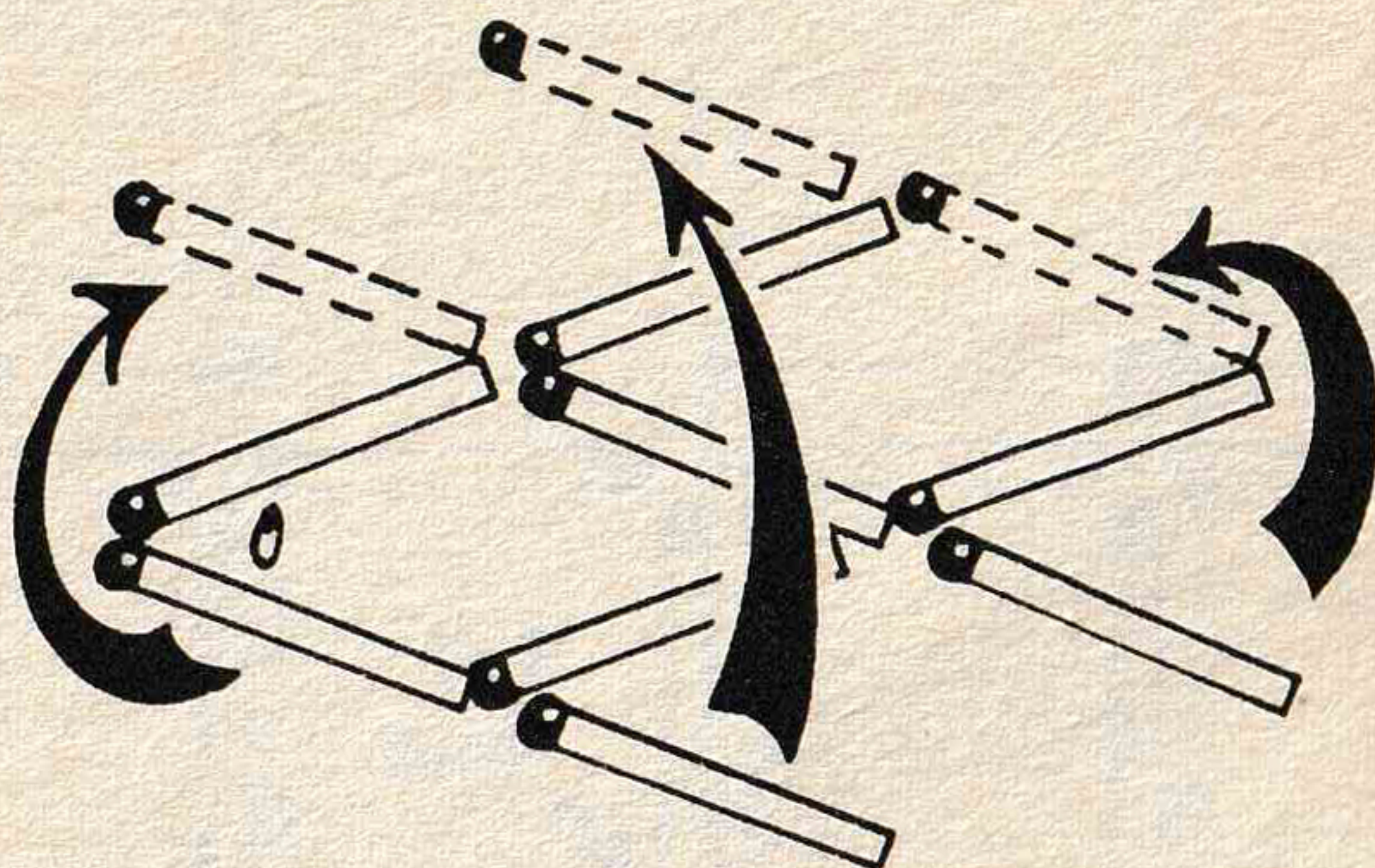
Woof

The dog is either responding to his master's call or he has just passed a most interesting lamppost.



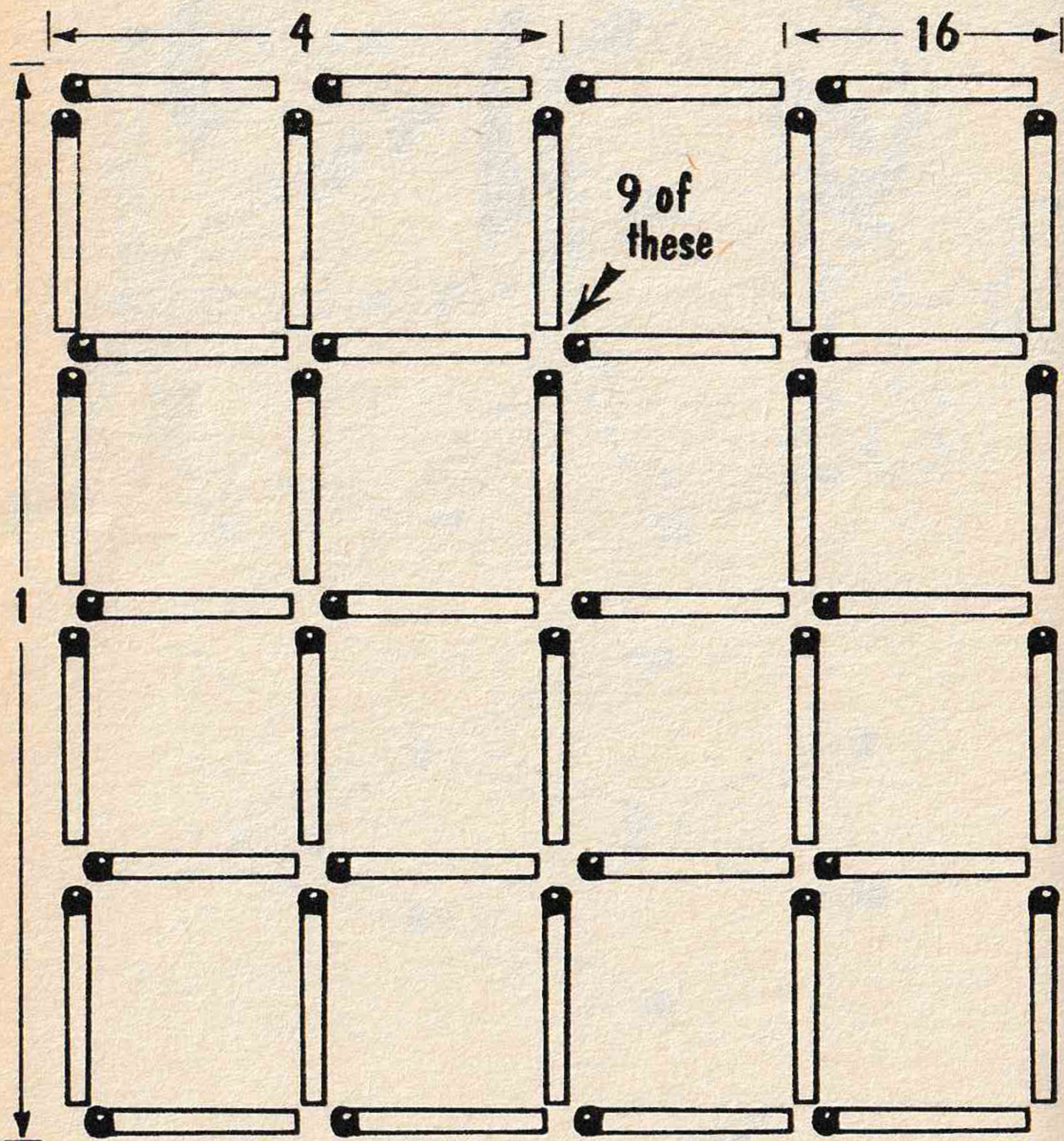
Shark

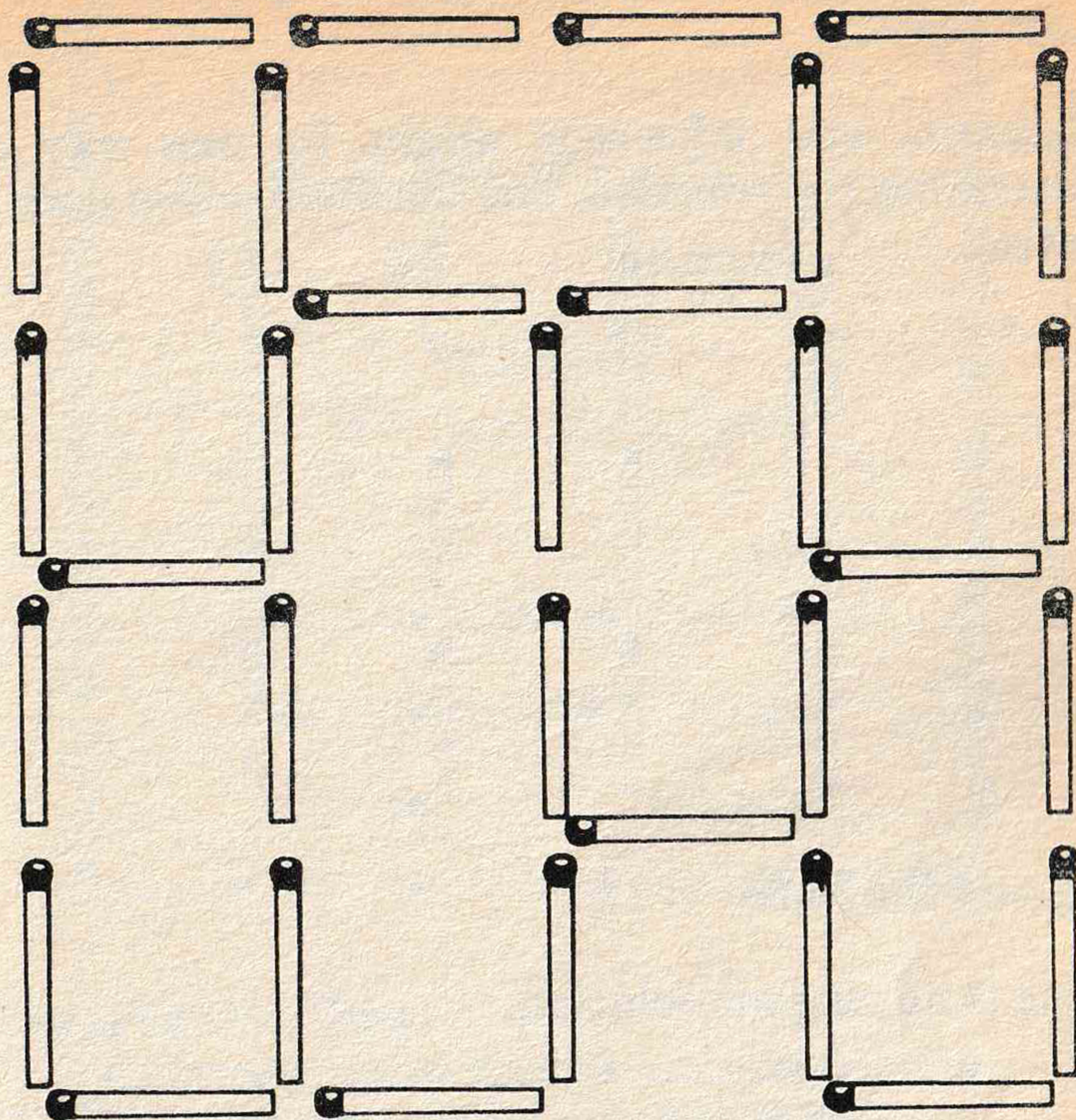
It's so simple when you know how, provided you can swim.



More or Less Square

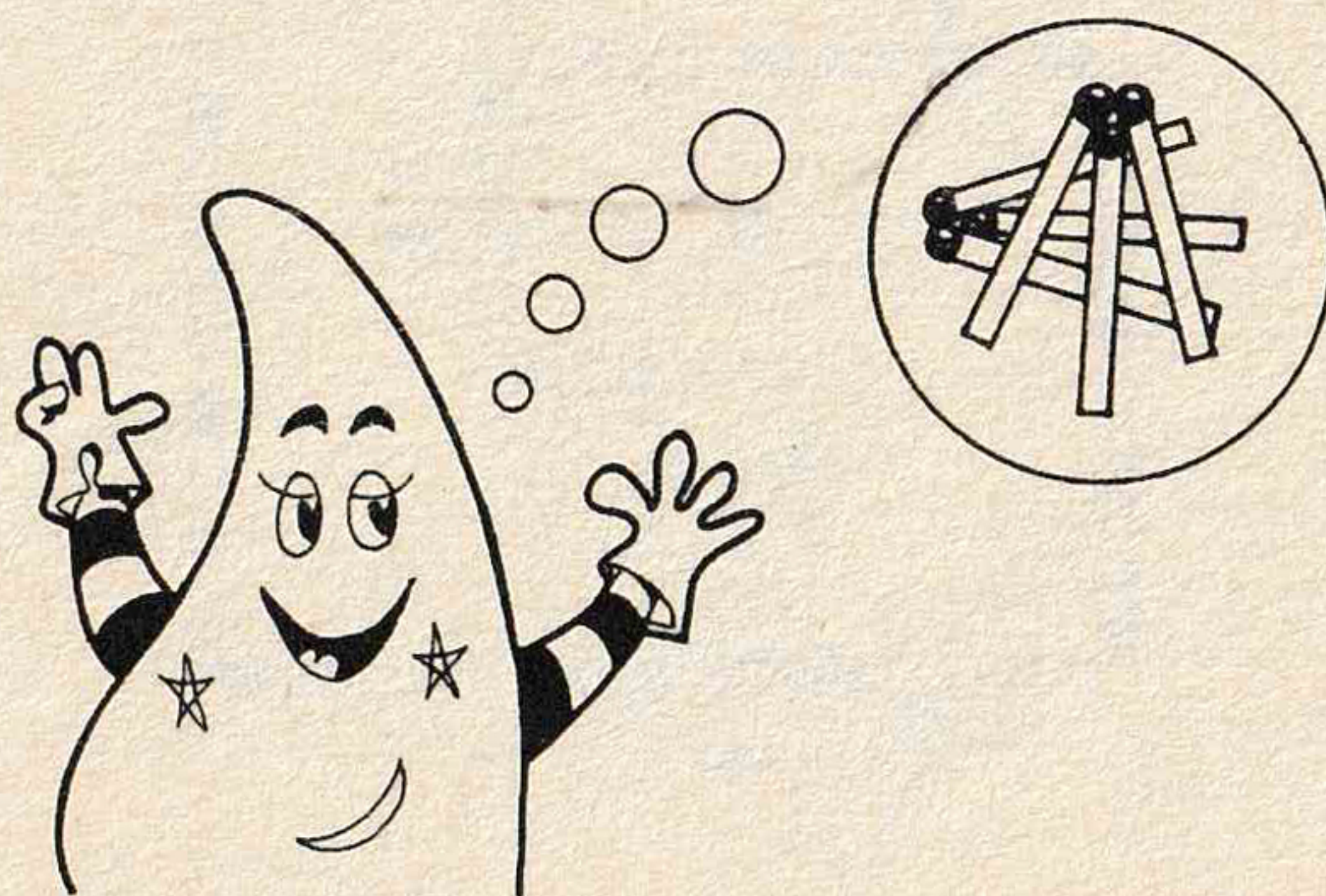
shows where all the squares are, the arrows pin-pointing the sixteen small squares, nine tiny squares, four large squares, and one big one. I'm sure you found all these. But did you solve the second puzzle?





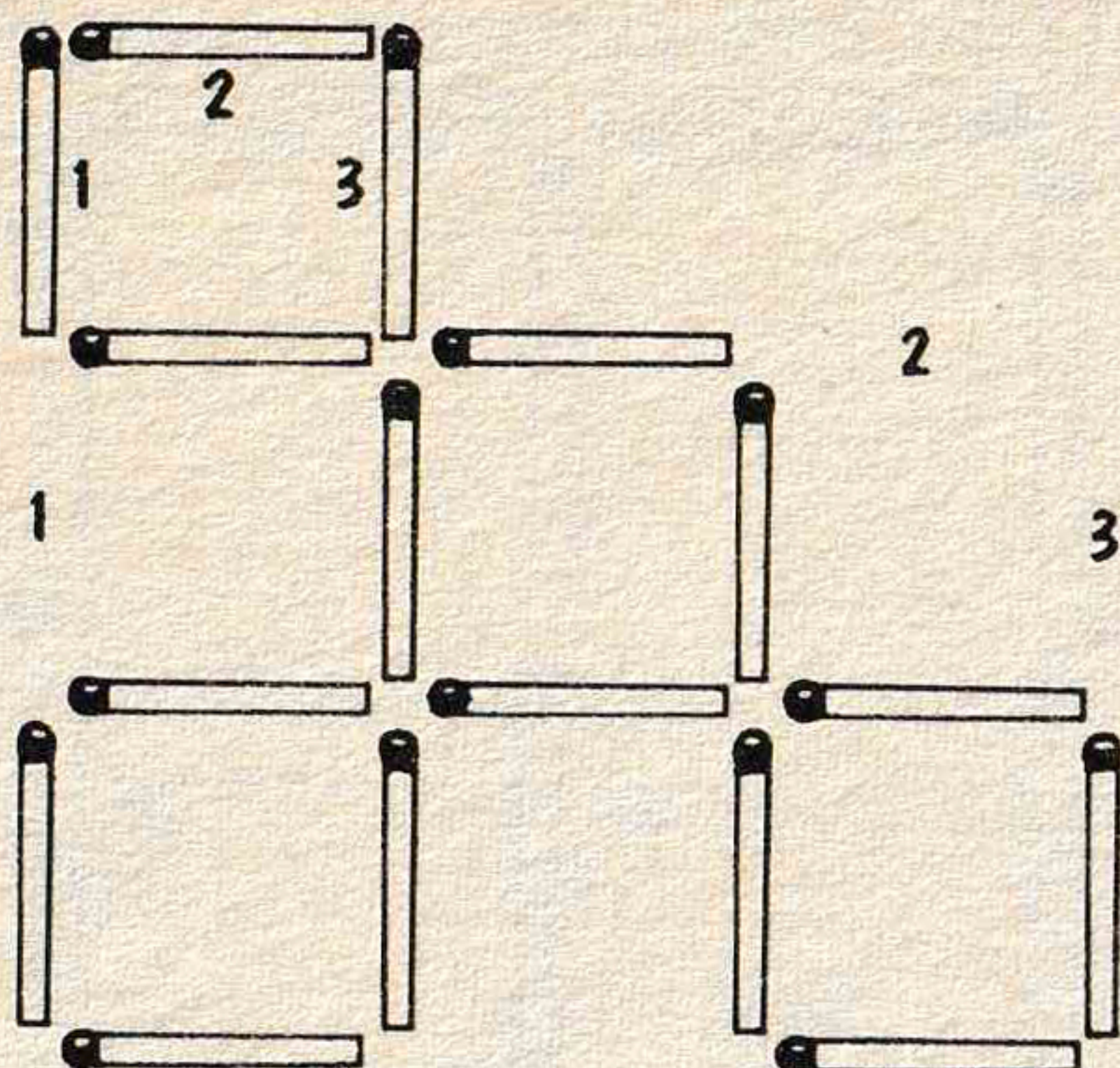
Touch

The illustration shows the solution. Wizbit thinks this is a clever puzzle.



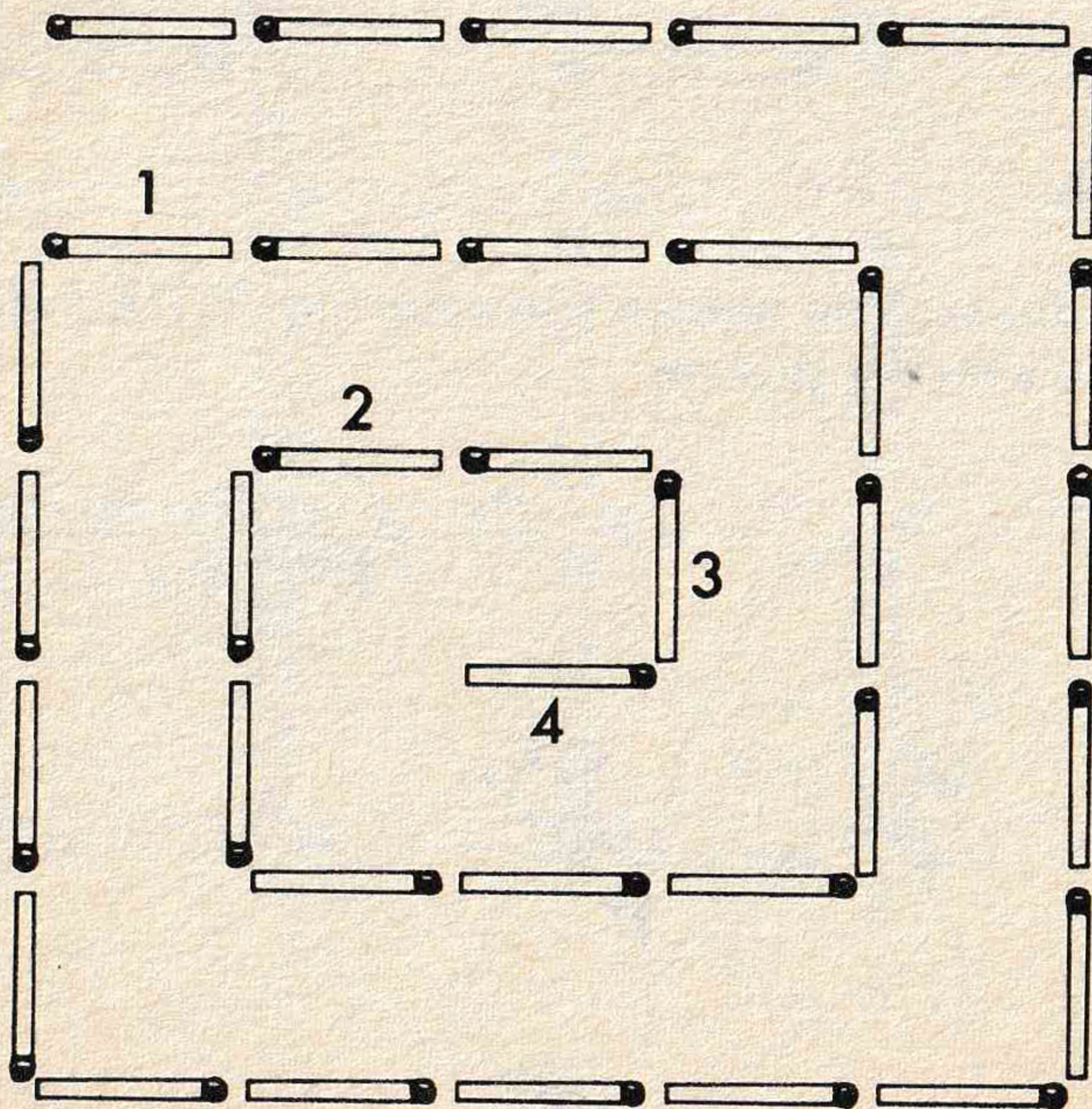
Lost Square

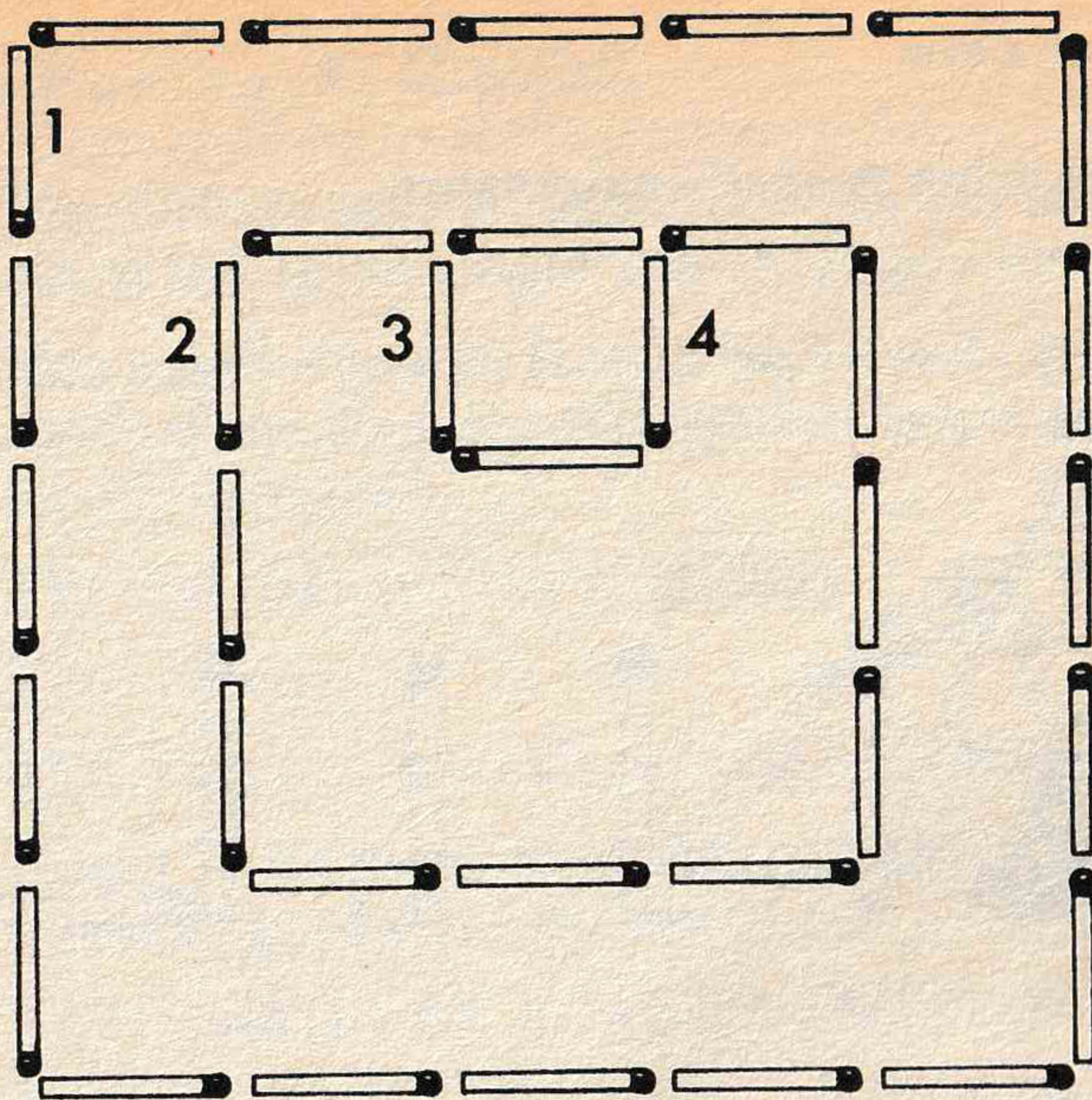
Upwards and leftwards might be one way of describing the solution, but the illustration does it better.



Square the Maze

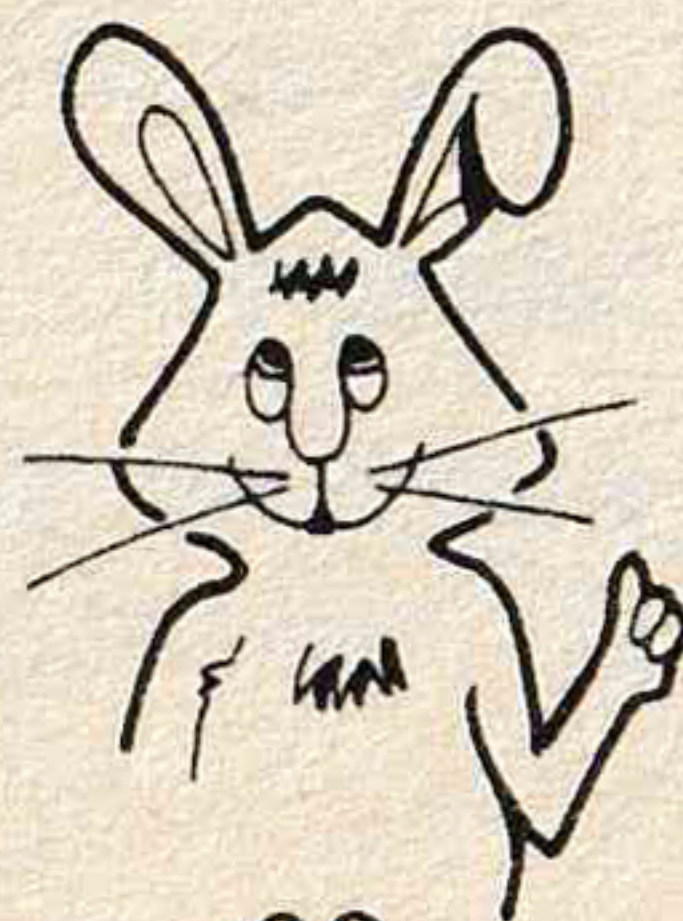
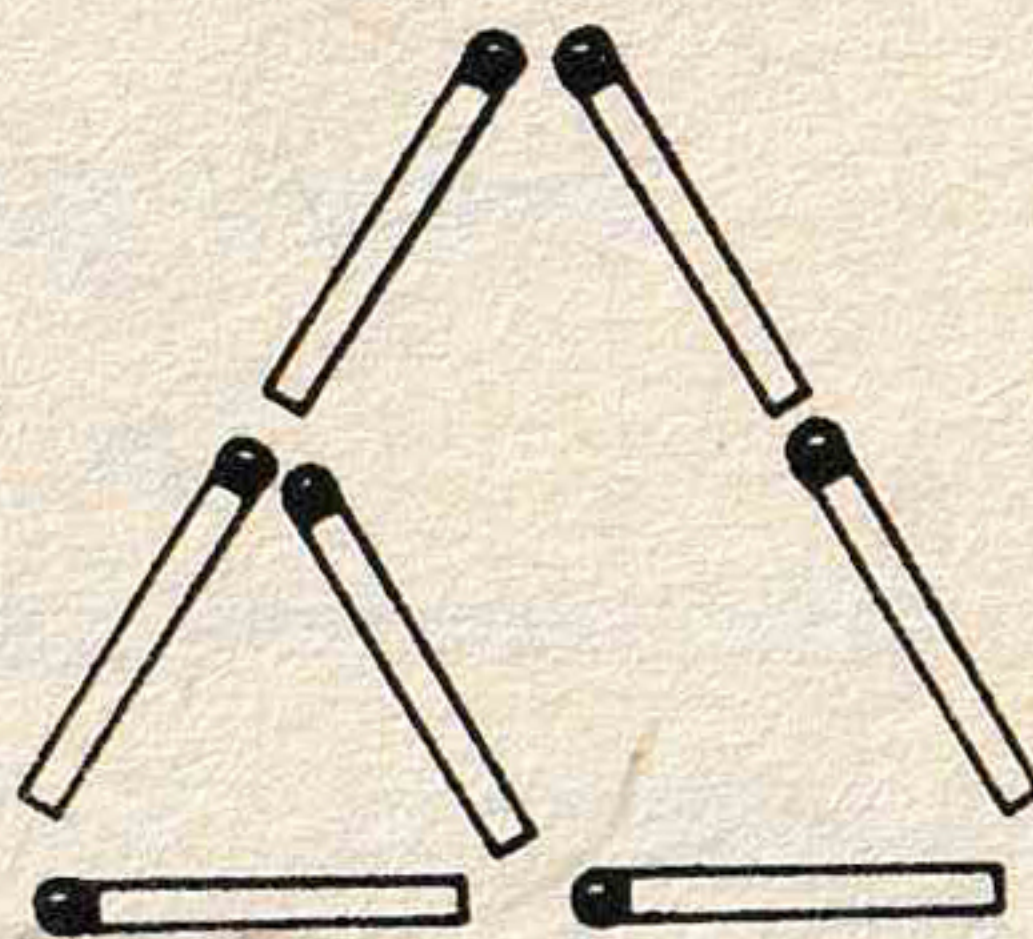
This is an elegant solution.





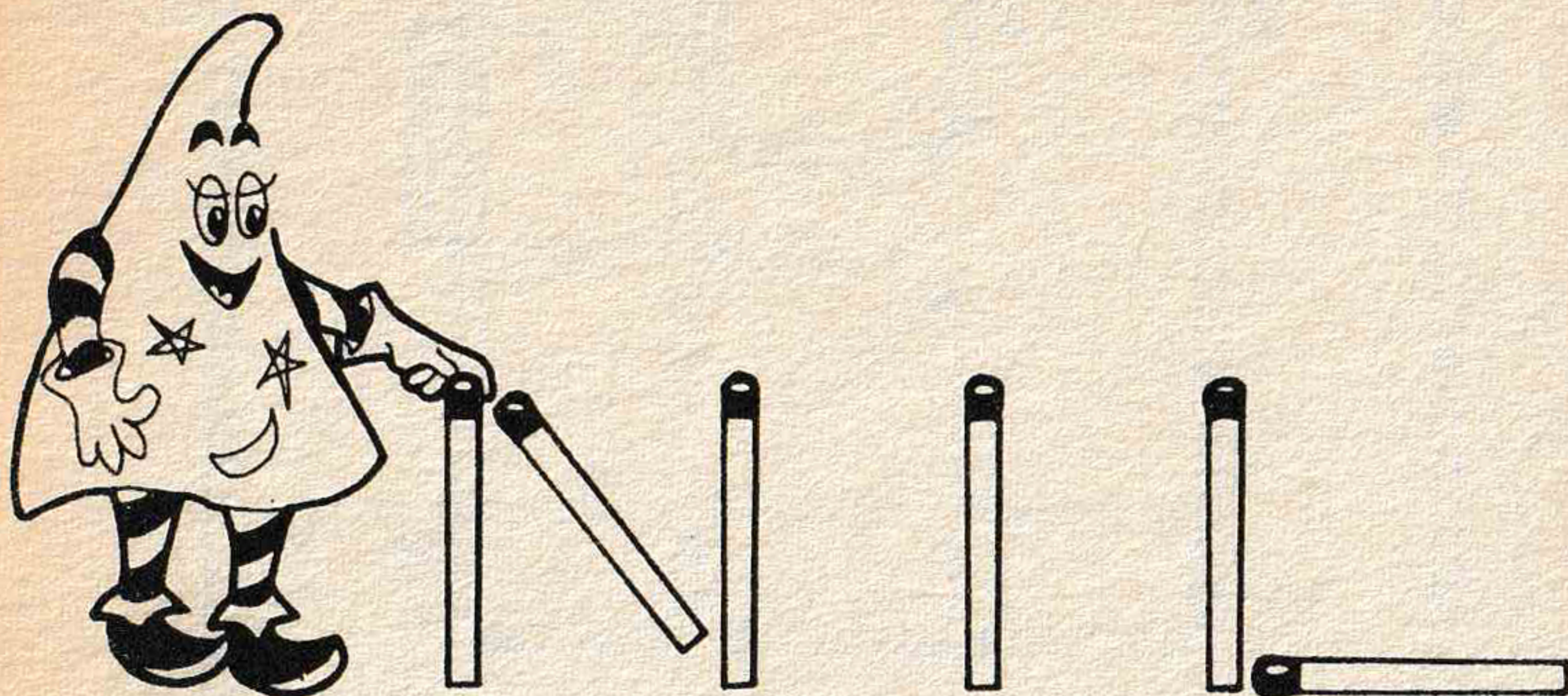
Three to Two Two

Simple and sweet. Did you manage it?



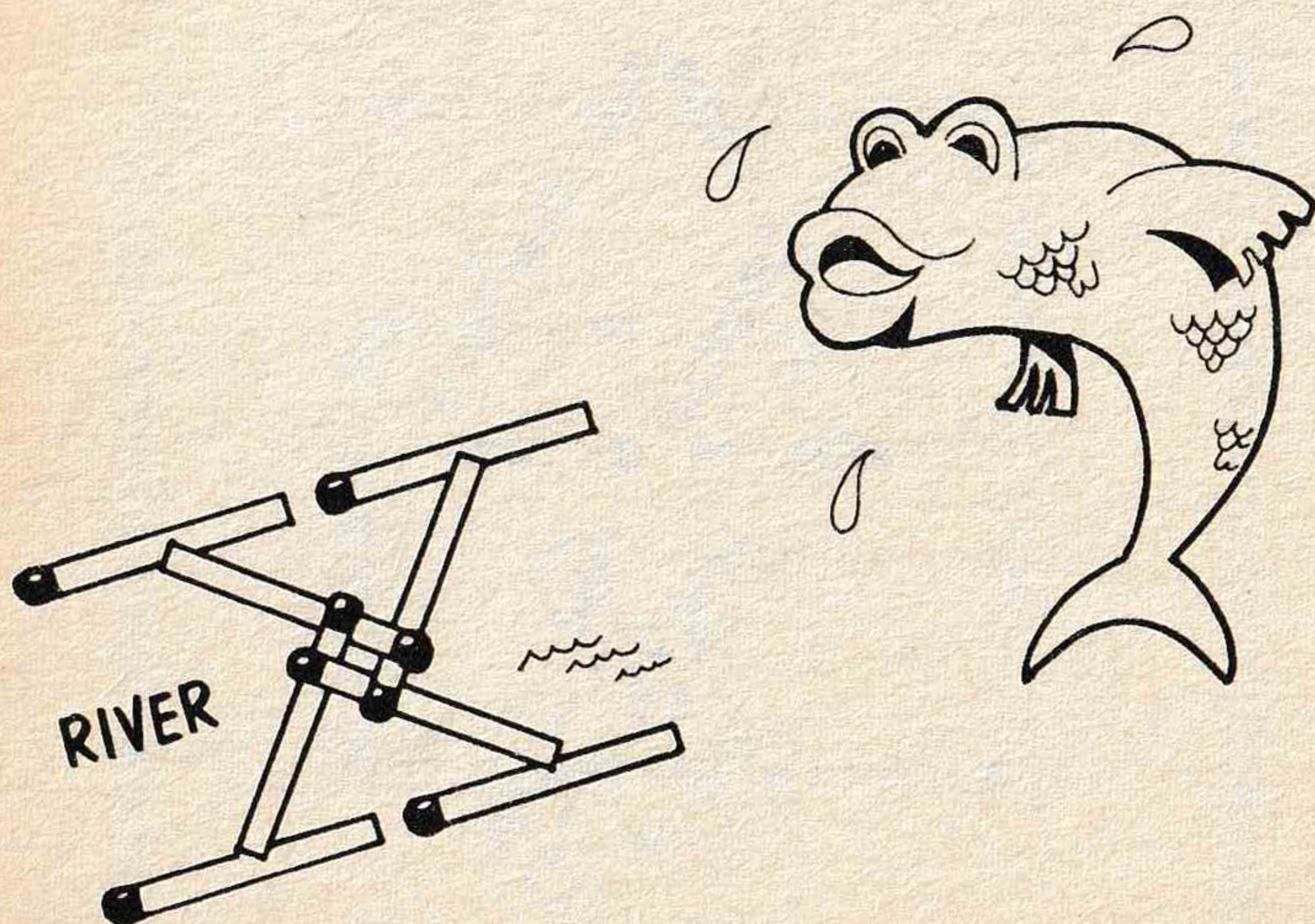
Another Zero

Nil is another way of saying zero.



Dry Feet

This is a clever solution and it keeps your feet dry.



The Puzzlegate Riddles

1. The answer is one, because when the man has eaten one he no longer has an empty stomach.
2. The answer is one. It may be a pretty big haystack when they are all together but it will still be one haystack.
3. The sun rose and the wind blue.
4. They all have.
5. 63,360 inches in a mile. About 52,000 Sundays.
6. N and T. Each letter is the next one along that is made up of straight lines.
7. 14.7 times ($1 + 6/5 + 6/4 + 6/3 + 6/2 + 6/1$).
8. Incorrectly.
9. Eight.
10. Moscow is nearest the equator. Edinburgh is farthest from it.
11. Scythe.
12. They are two of triplets.
13. Fleas.
14. They were husband and wife.
15. The tin was half full of beans in 59 minutes. If the tin was full in 60 minutes it must have been half full one minute earlier.
16. Not really, as only dead men have widows.
17. Once only. Because when you subtract one from twenty-five, it then becomes twenty-four.
18. Eleven seconds.

19. Wooly could see that Sticky Micky was smiling because, although they were looking in opposite directions, they were facing each other.
20. Do you spell your name with a V, Herr Wagner?
21. Four seconds. There are two seconds between successive strikes.
22. In.
23. One word.
24. 103.
25. CARROTS. Take out SIX LETTERS.
26. 11. All but February.
27. Door numbers.
28. Forty kilos.
29. You've already seen it twice – typewriter.

Squidgy Bog's Jokey Riddles

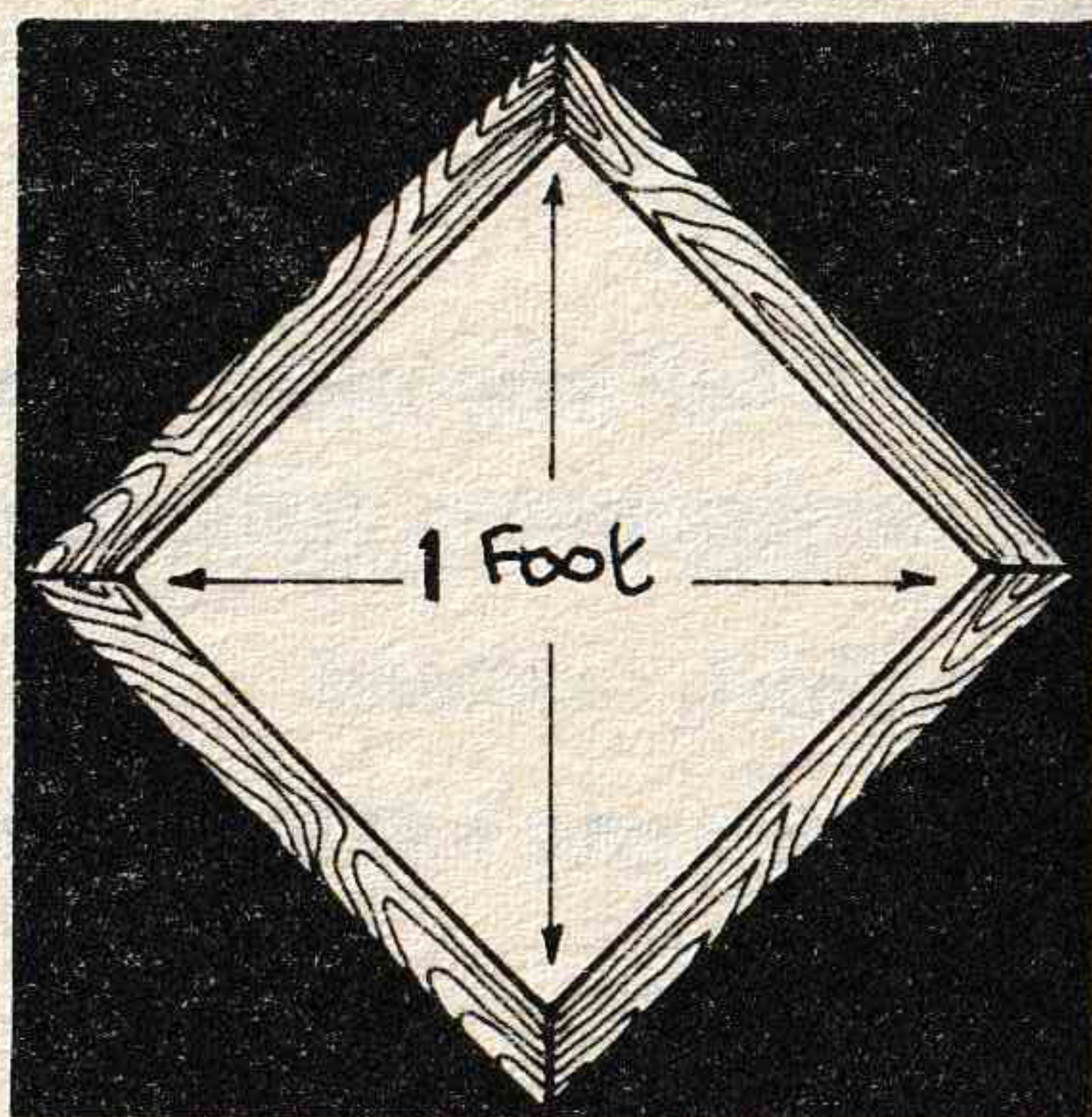
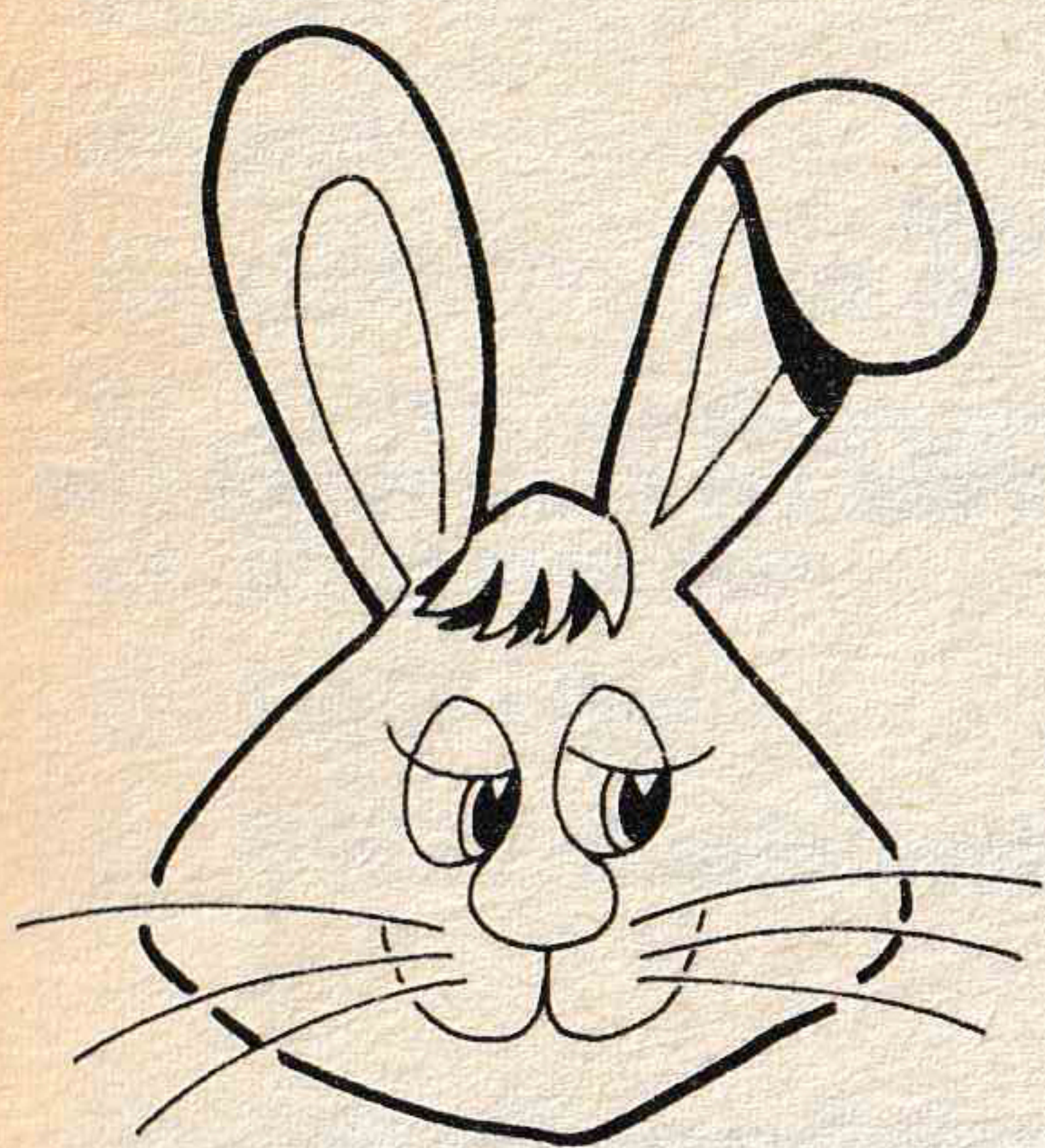
1. A tap on the head.
2. A nervous wreck.
3. The pillow had gone.
4. Ice Crispies.
5. Tomb it may concern.
6. A satisfactory.
7. A hamburger.
8. On its fingers.

9. Baked beings on toast.
10. I don't know, but if it sings you'd better listen.
11. Anywhere it wants to.
12. Robinson Crusoe. He had all his work done by Friday.
13. A jumping nutcracker.
14. Bones with people scraped off.
15. The Wrong Brothers.
16. Moo York.
17. A tennis ball.
18. A zebra that plays drums.
19. Count Duckula.
20. They don't want to wake up the rest of the bunch.
21. I'll tell you next week.
22. A bee flying backwards.
23. Thick custard.
24. They can't remember the words.
25. Burple.
26. Cream Quackers.
27. Because they're always spotted.
28. A stately home.
29. Spooktacles.
30. A man laughing his head off.
31. Oinkment.
32. The Lunchpack of Notre Dame.

Wooly the Rabbit and his Problems – Solved by Wizbit

The Window Problem

Wizbit solved the problem in a most ingenious way. The diagram shows you what he did. He simply changed the shape of the window. Same size window, in half the space.



The Road to Fakeham Market

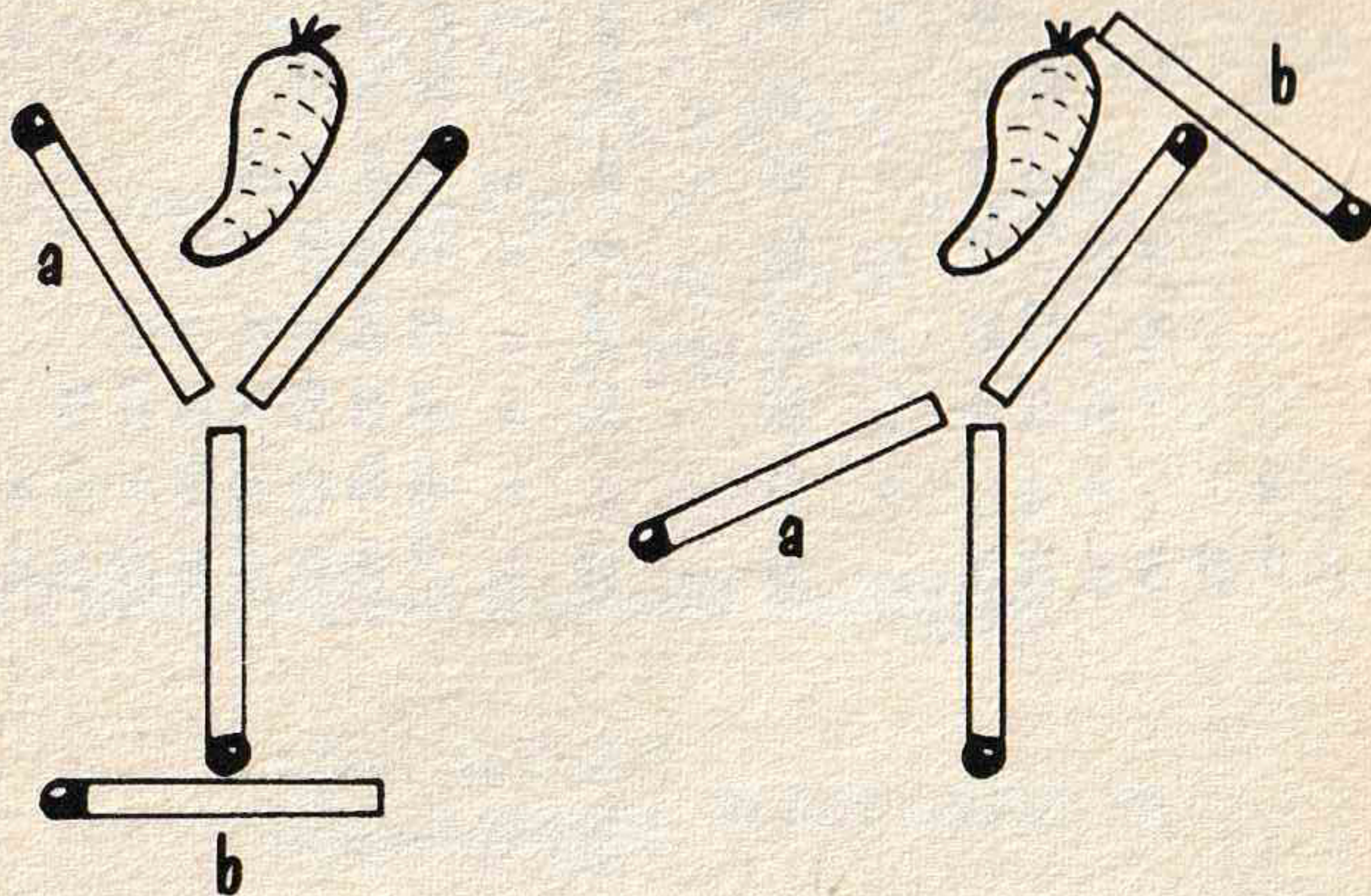
The question that Wizbit told Wooly to ask the Playing Card was, 'If you were the Playing Card who lies, which way would you tell me is the short way to Fakeham Market?' And when the Playing Card replied, Wooly went the other way and was in Fakeham Market in no time at all. Think about it.

Wooly the Explorer

'The Bear was white,' Wizbit had answered, 'Because you were at the North Pole.'

The Carrot in the Cocktail Glass Problem

This is one of those 'Of course' solutions. The first diagram shows the position you start at with the cocktail glass with the carrot inside. And the second diagram shows the cocktail glass with the carrot outside, after moving just two matchsticks.



If we had added a third diagram it would have shown just the cocktail glass but no carrot. Where do you think the carrot went? You don't need to be a Wizbit to figure that one out.

Puzzle Numbers

All the Twos

$$\begin{array}{r} 123456789 \\ 987654321 \\ 123456789 \\ 987654321 \\ + 2 \\ \hline 2222222222 \end{array}$$

Eights Over Easy

$$\begin{array}{rcllcll} 9 & \times & 9 & + & 7 & = & 88 \\ 98 & \times & 9 & + & 6 & = & 888 \\ 987 & \times & 9 & + & 5 & = & 8888 \\ 9876 & \times & 9 & + & 4 & = & 88888 \\ 98765 & \times & 9 & + & 3 & = & 888888 \\ 987654 & \times & 9 & + & 2 & = & 8888888 \\ 9876543 & \times & 9 & + & 1 & = & 88888888 \\ 98765432 & \times & 9 & + & 0 & = & 888888888 \end{array}$$

The Big Sum

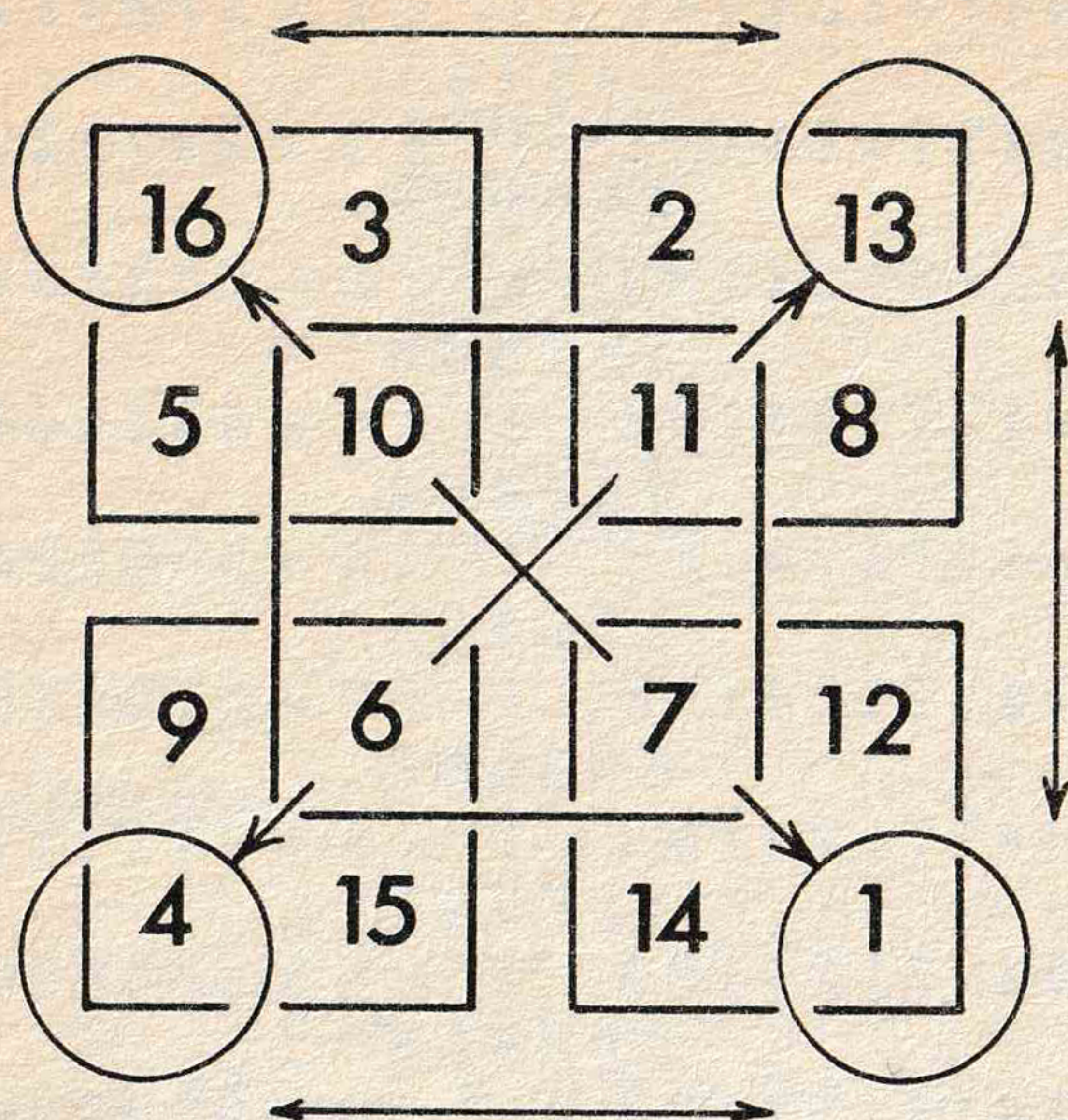
$$\begin{aligned}65359477124183 \times 17 \times 1 &= 1111111111 \\ &\quad 111111 \\65359477124183 \times 17 \times 2 &= 2222222222 \\ &\quad 222222 \\65359477124183 \times 17 \times 3 &= 3333333333 \\ &\quad 333333 \\65359477124183 \times 17 \times 4 &= 4444444444 \\ &\quad 444444 \\65359477124183 \times 17 \times 5 &= 5555555555 \\ &\quad 555555 \\65359477124183 \times 17 \times 6 &= 6666666666 \\ &\quad 666666 \\65359477124183 \times 17 \times 7 &= 7777777777 \\ &\quad 777777 \\65359477124183 \times 17 \times 8 &= 8888888888 \\ &\quad 888888 \\65359477124183 \times 17 \times 9 &= 9999999999 \\ &\quad 999999 \\ &= \text{PHEW!}\end{aligned}$$

The Twenty-Five Percent Fraction

$$\frac{1666666666}{6666666664} \text{ is the same as } \frac{1}{4}$$

There are two visual clues given, one in the puzzle title $25\% = \frac{1}{4}$, and one in the fraction itself.

Albrecht's Square



All the horizontal lines	= 34
All the lateral lines	= 34
All the diagonal lines	= 34
The four corners total	= 34
The inner square numbers total	= 34
Each quarter squares number	= 34

Wizbit Riddles to Diddle

Can You Spot

The sentence contains all the letters of the alphabet.

The Second Clock

12.

Legs Eleven

1 2 1 1 1.

Half Fishy

An hour-and-a-half.

My Prediction is

1 0 8 9.

Dear John

john underwood.
andover.
hants.

Wooly's Dad

There were three sons and four daughters, and they were all rabbits.

Relatives?

Daughter.

Tricko

qood doo do a trick.
_ _ _ _ _

Big Word

Antidisestablishmentarianism.

Word Hunt

A quick brown fox jumps over the lazy dog.

Russians

Yvan. If you want to know why, turn the names round.

Laitstac

He meant that the cat was not born a Manx. It lost its tail to the nine-twenty train.

Wooly's Gloves

Wizbit removed only three gloves. Think about it!

Spoof and Bluff

The day was Sunday. Here's how. When the day after tomorrow (Tuesday) is yesterday, today (Wednesday) will be as far from Sunday as today (Thursday) was from Sunday when the day before yesterday (Friday) was tomorrow. From Thursday to Sunday is three days as is also from Sunday to Wednesday.

Granamas (Anagrams)

Professor Doom

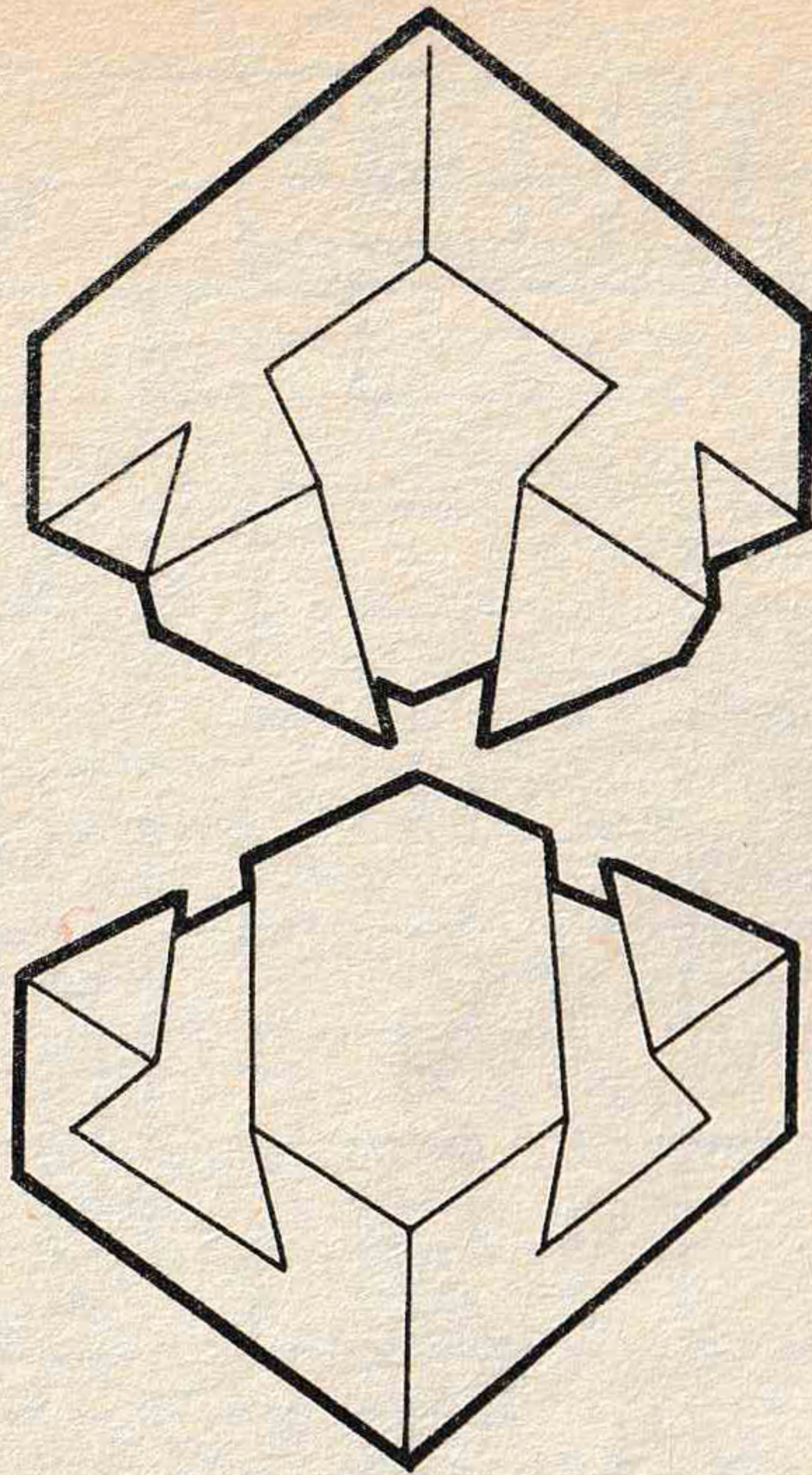
No man is an island

Squidgy Bog

Wooly's top hat Cerretta

Wizbit – Optical and Topological

1. Neither! They are both the same size.
2. Up and down the small diagonal lines are very visible. Side to side they disappear.
3. It is.
4. No, just as impossible. Nothing can be more or less impossible. Can it?
5. Yes, they are parallel straight lines.
6. All three Wizbits are the same size! Measure them.
7. Yes. Look at the drawing horizontally and see for yourself.
8. They are the same length.
9. No. It's a complete impossibility.
10. Yes it is.
11. No. The same length knives.
12. Try it. Where would you start? Study it, it isn't possible.
13. Yes
14. No, two perfectly straight ones.
15. Neither.
16. When I ever get there I'll let you know. Phew!
17. A mysterious silver coin appears!
18. If you study the picture and shift your focus you will see both. They are both there.
19. Both.



20. Easily.

21. They are both absolutely horizontal.

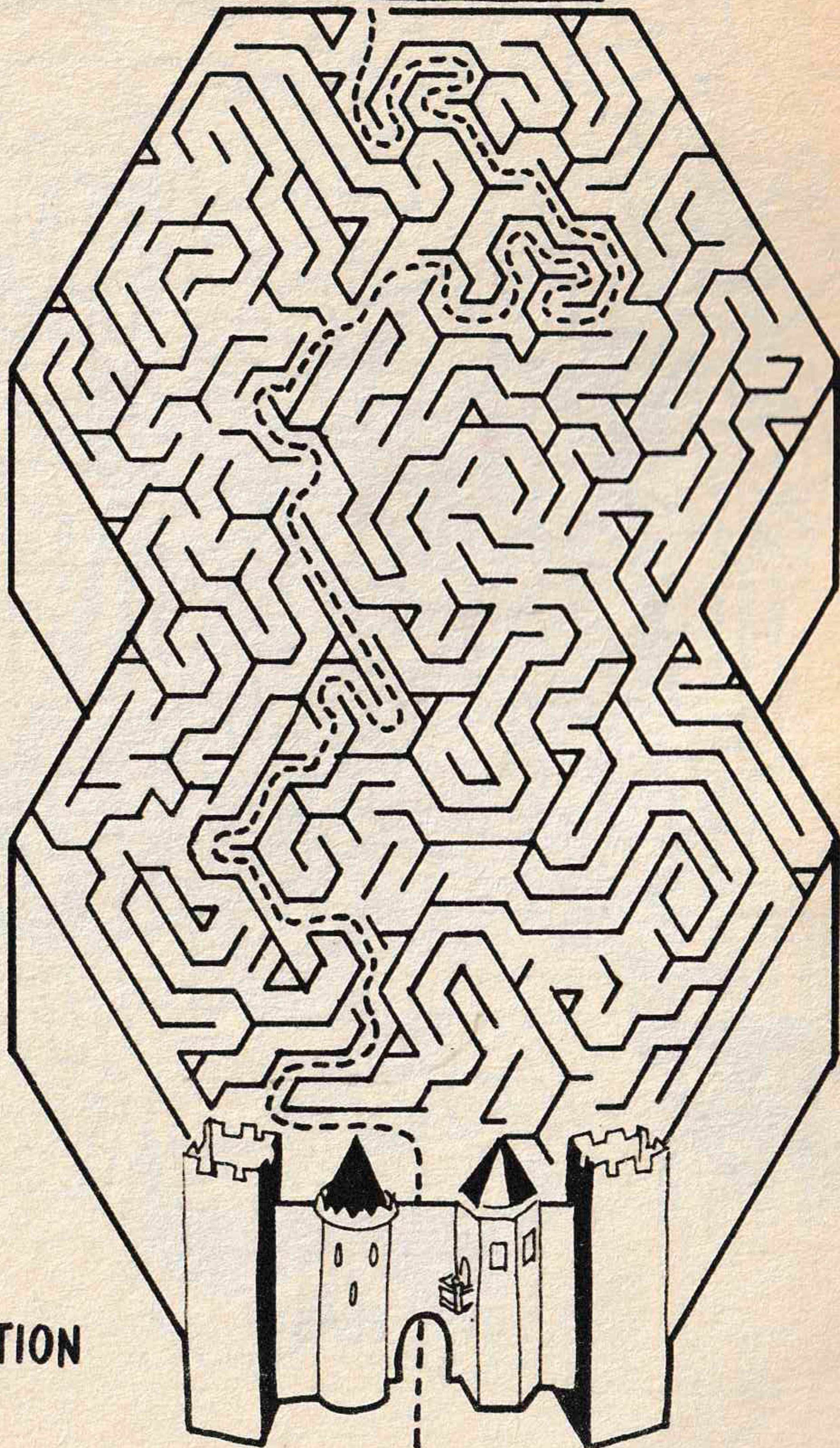
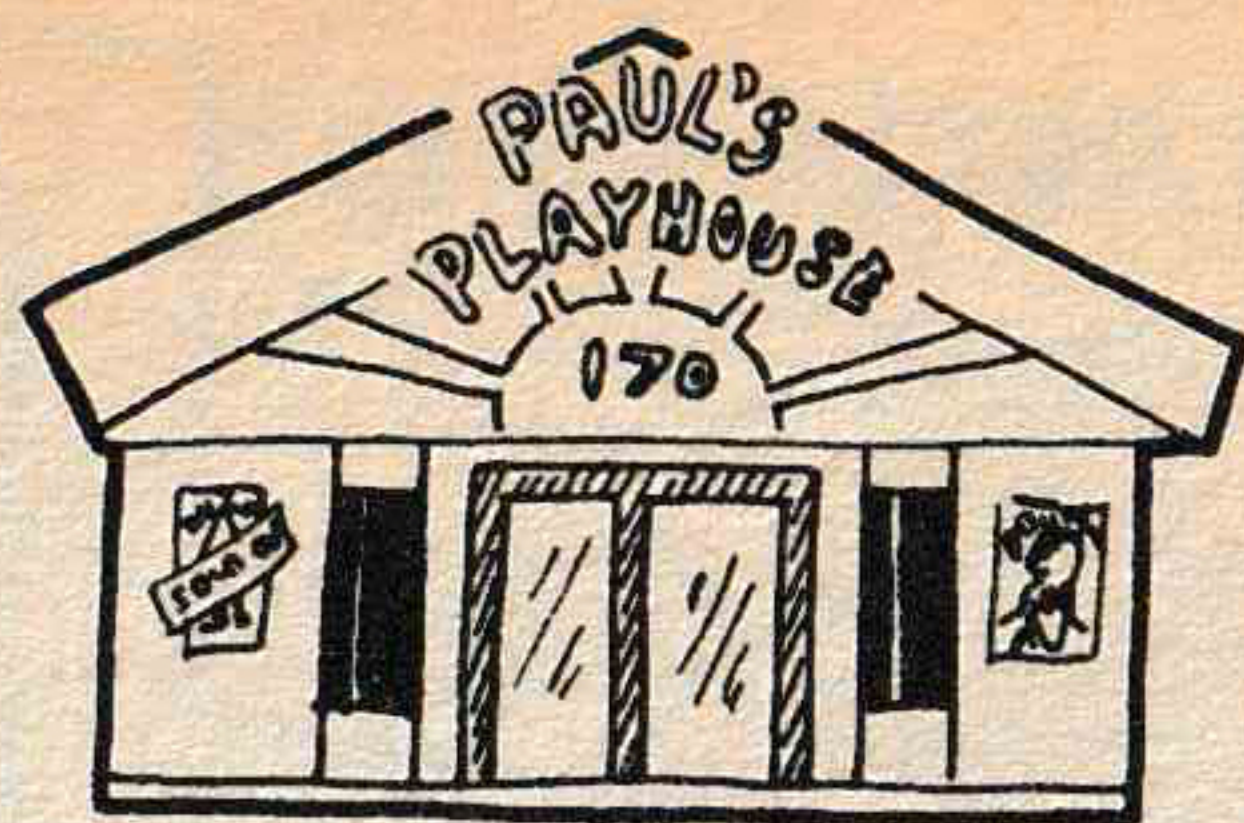
22. It doesn't exist.

23. Grey spots.

24. Colours.

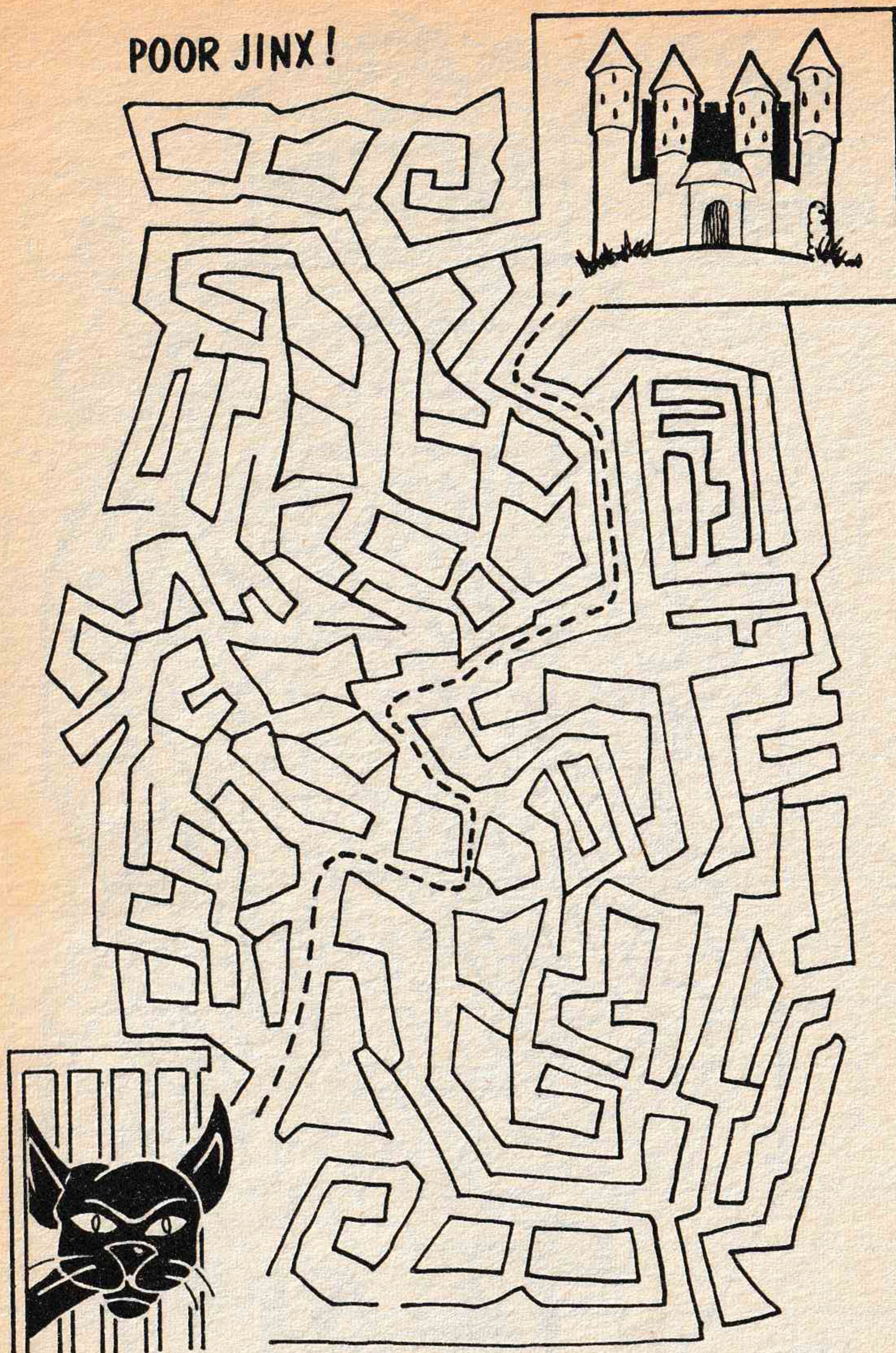
25. A paradoxical answer is that it goes to nowhere. Where is nowhere?

VISIT
PAUL'S
PLAYHOUSE



SOLUTION

POOR JINX!

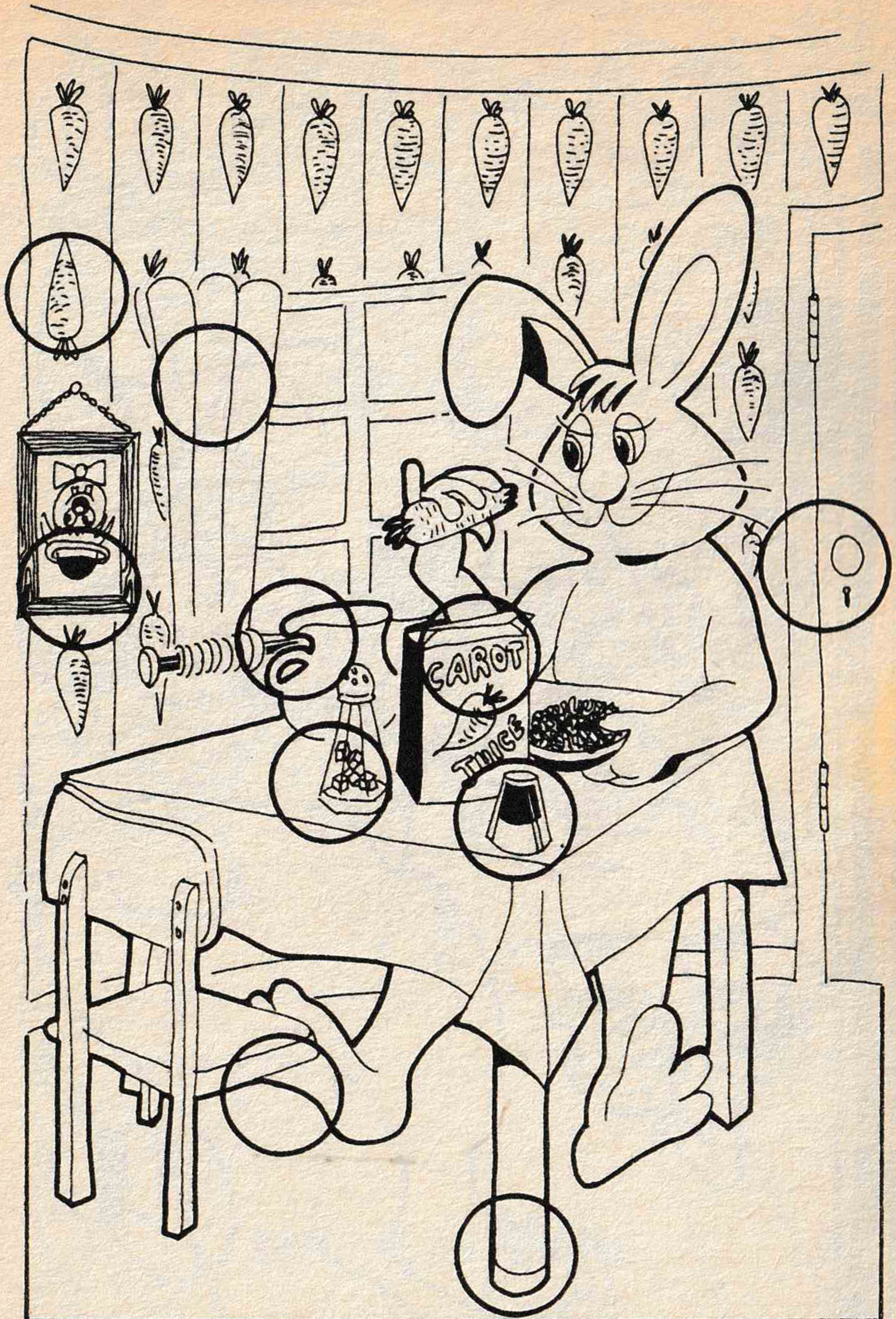


EASY PEASY!

CAN YOU REACH WIZBIT'S
RIGHT HAND?

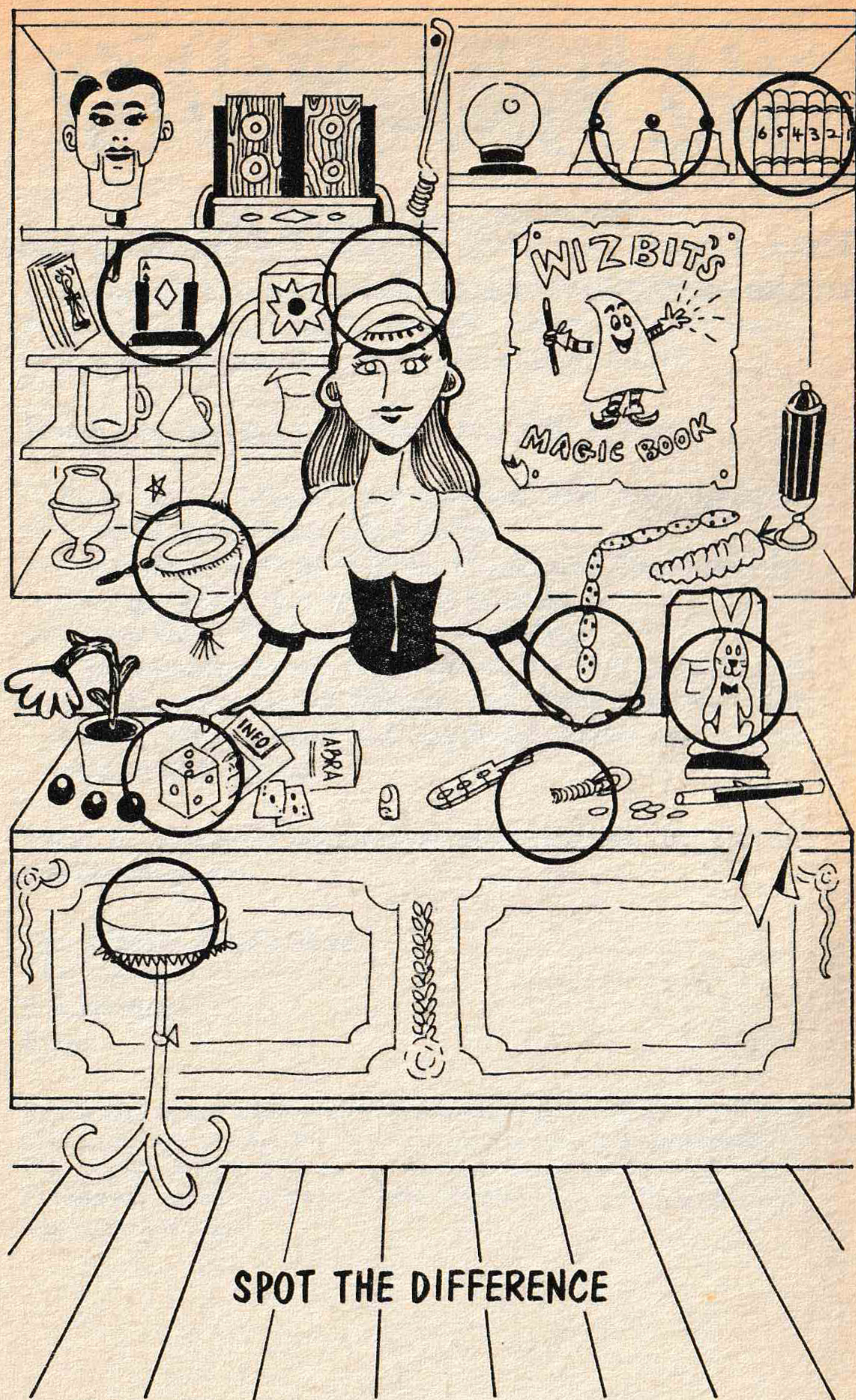


TEN THINGS WRONG



SPOT THE DIFFERENCE

A black and white line drawing of a cartoon scene. In the foreground, a large rabbit and a character with a very large nose and round glasses are standing. Both are wearing shoes and holding magnifying glasses. The rabbit is on the right, looking towards the left. The character with the large nose is on the left, looking towards the right. They are standing on a patch of ground with some grass. In the background, there is a small figure of a person standing near a tree. The title "SPOT THE DIFFERENCE" is written at the top of the page.



THE LAST ANSWER

Time. I hope you have enjoyed the puzzling time you have spent on this book.



THE WIZBIT MAGIC CLUB

If you would like to learn more about Wizbit, Wooly and Paul Daniels and friends, as well as the wonderful world of magic, why not join the Wizbit Magic Club?

When you become a member, you will receive:

- your Wizbit Magic Club personal membership card
- your Wizbit Magic Club badge
- a signed picture of Wizbit, Wooly and Paul Daniels
- a magic trick to amaze your friends
- a card from Wizbit on your birthday
- a Newsletter every three months which is crammed full of news about Wizbit and Paul Daniels, plus items about magic and mystery, members' letters and special offers

Send a stamped addressed envelope for details of membership to:

The Wizbit Magic Club
PO Box 180
Beckenham
Kent

The Wizbit Magic Club is an independent organisation and not part of Transworld Publishers Ltd. All queries should be addressed to The Wizbit Magic Club at the address given above. Transworld Publishers cannot accept any responsibility for memberships solicited from this page.



Two bright full-colour picture books

WIZBIT AND THE DANCING HANKY

by Barry Murray; illustrated by Michael Joyce

When Wooly the Rabbit reaches for his handkerchief one day and discovers a big knot tied in the corner, Wizbit tells him this was to remind him of something he had to remember to do today. But what could it be? Wooly just can't remember and the hanky tries to show him by leading him a merry dance through all of Puzzleopolis.

0 552 542873

£1.75

WIZBIT AND THE STICKY STUFF

by Barry Murray; illustrated by Michael Joyce

Wizbit opens his big book of Wonderful Magic Stories and tells Wooly the tale of Micky, a young Spongeball, who absolutely adores eating sweets. When the Tibbles Tuckshop advertises the super new Neverending Toffee, Micky just can't wait to taste it – but little does he know how *sticky* it will be!

0 552 542881

£1.75



STORY BOOK

by Barry Murray; illustrated by Michael Joyce

A feast of stories starring your favourite characters from the Wizbit programme.

From Wizbit's first entrance into the weird and wonderful city of Puzzleopolis to Spoof and Bluff and their exciting fishing trip, join Wizbit, Wooly, Squidgy Bog, Professor Doom and all the others in this amazing collection of short stories that brilliantly bring to life Wizbit's fantastic world of magic.

0 552 542903

£1.50

If you would like to receive a Newsletter about our new Children's books, just fill in the coupon below with your name and address (or copy it onto a separate piece of paper if you don't want to spoil your book) and send it to:

The Children's Books Editor
Young Corgi Books
61-63 Uxbridge Road,
Ealing, London W5 5SA

Please send me a Children's Newsletter:

Name

Address

.....

.....

All the books on the previous pages are available at your local bookshop or can be ordered direct from the publishers: Cash Sales Dept., Transworld Publishers Ltd., 61-63 Uxbridge Road, Ealing, London W5 5SA.

Please enclose the cost of the book(s), together with the following for postage and packing costs:


Orders up to a value of £5.00

50p

Orders of a value over £5.00

Free

Please note that payment should be made by cheque or postal order in £ sterling.



WIZBIT

The magical world of Puzzleopolis is
riddled with puzzles and puzzled with
riddles – and only Wizbit knows
the answers!

Can you solve these amazing
brainteasers? Or will you just try them on
your friends?

World Audio Visual Entertainment plc presents
Paul Daniels in Wizbit; devised and written by
Barry Murray; Production design by Michael Joyce;
producer Clive Doig; director David G. Rose.
Copyright © White Magic Productions.

UK £1.50

ISBN 0-552-54289-X



9 780552 542890

00150

